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December '82

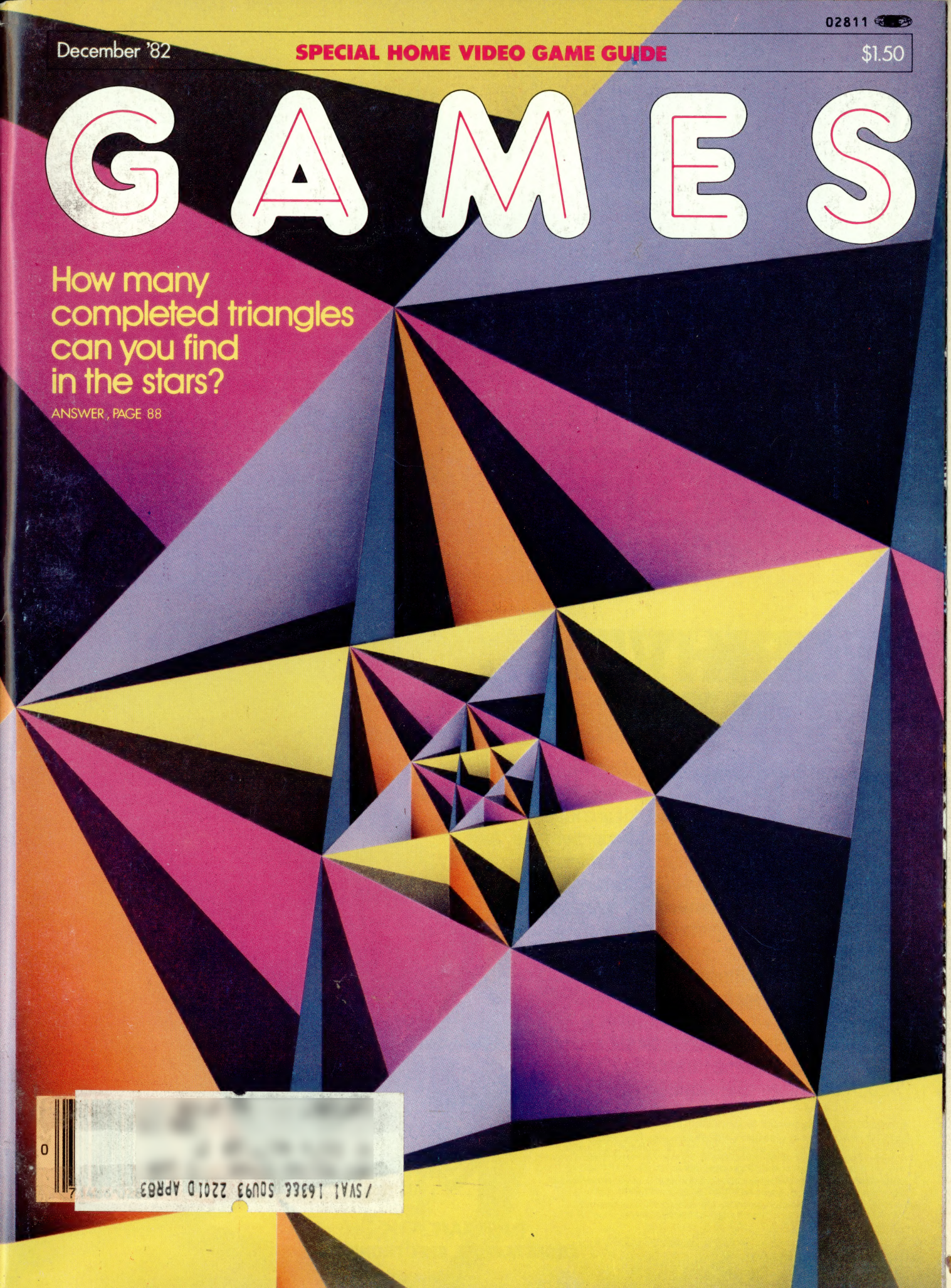
SPECIAL HOME VIDEO GAME GUIDE

$1.50

GAMES

How many completed triangles can you find in the stars?

ANSWER, PAGE 88



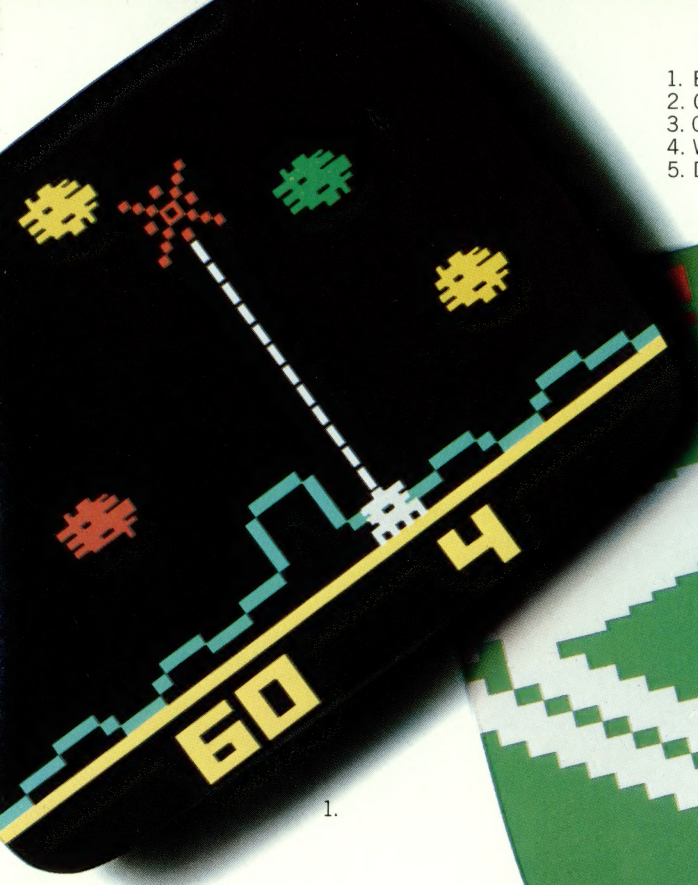
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1. ETOMRES
2. OTERSUKIT
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4. WHOOTNUDC
5. DARNIVES



1.



2.

UNSCRAMBLE THE M NETW
GAME WORD JUMBLE. FOR FU

If you can figure out what the word jumble above the Atari® VCS unit says, we don't have to say much more.

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1. _____ 2. _____

3. _____ 4. _____

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NAME _____

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(Please print clearly)

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Winners will be determined by a random drawing from all eligible entries. The odds of winning will depend upon the number of correct and eligible entries received. All entries must be postmarked by 12/31/82. Drawing will be held on 1/31/83. Winners will be notified by mail not later than 2/15/83. Mattel Electronics will not be responsible for lost, late or misdirected mail.

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Each cartridge sold separately.

All prizes (1056) will be awarded. No substitutions of prizes will be permitted.

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3. Any and all taxes are the sole responsibility of the winner. Contest void in Florida, Wisconsin and wherever otherwise prohibited, taxed or restricted.
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DECEMBER 1982

GAMES

VOL. 6, NO. 8 ISSUE 34



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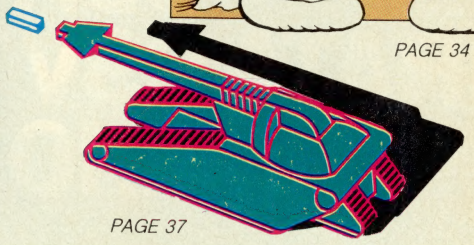
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Cover Illustration Joe Lertola



Be careful! That's Chivas Regal!

LETTERS

Very Punny

I loved being pun-ished by Pun-Up Candy Loving on your September cover. But I think it would be more appropriate for her to wear a tube top—five inner tubes, in honor of GAMES's fifth anniversary.

Jeffrey Casper
Mountain View, CA

Your September cover is clever and hilarious. I've always wanted to see my favorite puns in action. Thank you, Candy Loving, for your sense of humor.

Linda S. Serna, M.D.
Lincoln, ME

Not So Punny

I want to express my intense dislike of your September cover. If I wanted sex, I'd buy *Playboy*. Please keep GAMES the way it's always been—filled with fun and challenge.

Charlotte Schorr
Los Angeles, CA

I just received your September issue. I find the cover highly offensive to all women. I had received a gift subscription to GAMES and was seriously considering renewing it. However, I am concerned about what values I support in doing so.

Sister Kathleen Mary Connelly
Leavenworth, KS

More Punny

I am 13 years old, and I am in love with Candy Loving. Could you print another picture of her?

Nick Robertiello
Sequin, WA

Happy to oblige. That's our design director, Don Wright, helping Candy with her shoe during the photo session for the "Pun-Up" cover.—Ed.



PHOTOGRAPH BY ELISA STONE

Silence Is Golden

In reference to your Fake Ad in the September issue ("Marcel Marceau Live!", page 79), I'd like to point out that a record was released, by MGM, no less, called *The Best of Marcel Marceau*. It consisted of 19 minutes of silence and one minute of applause on each side. I found it in a bargain rack for 50 cents.

Roger Alan Burt
Chicago, IL

—Ed.

Too Pooped to Puzzle?

I am outraged at B.F. Skinner's advice to the elderly on avoiding mental fatigue (as quoted in *The Washington Post*, August 24, 1982). The eminent psychologist says that "Leisure should be relaxing. Possibly you like complicated puzzles, chess, and other demanding intellectual games. Give them up." He recommends watching TV and reading detective stories instead.

To combat dangerous ideas of this ilk, I suggest that GAMES establish the Puzzle Addicts Protection Association (PAPA). Its main function would be to monitor and fight similar well-intentioned yet misguided proposals. And maybe there ought to be a Senior Citizens Puzzle Contest once in a while to keep us on our toes.

David Scull
Annandale, VA

Left to Lament

My husband and I just received our September issue of GAMES. Rather than go through our usual ritual to decide who gets the magazine first, we turned to Margaret Farrar's "Matchwit" crossword puzzle (pages 54-55) to duel it out.

To our mutual dismay, we found that my husband's left-handedness interfered with our match. His left hand couldn't help but cover up my side's clues. It was a good idea for a puzzle, but it sure didn't work for me. While he continued solving, I wrote to you.

Barbara Cropanese
Brooklyn, NY

For *The Birds*

It was with *Suspicion* that I examined your "Hitchcock *Frenzy*" quiz (October). Being *Young and Innocent*, it took me a while to discover your mistake. *I Confess* I was at the end of my *Rope* when I deduced that a *Saboteur* had committed *Sabotage* on your magazine by listing Norman Yates as the author, rather than the *Notorious* Norman Bates. You have *The Wrong Man!*

You obviously did not foresee that I would be *The Man Who Knew Too Much* to be fooled.

While I'm at it, I'd also like to note an alternative answer to one of the prop clues. The handcuffs lying near the *Torn Curtain* could have come from *Saboteur* as well as from the film you listed as the answer *(The Thirty-Nine Steps)*.

Beyond a *Shadow of a Doubt*, any magazine that could *Murder* a trivia test in such a way is for *The Birds*.

Larry Shackley
West Chicago, IL

"Psycho II" notwithstanding, we're sure Norman Bates is safely locked up in a rest home for homicidal maniacs. His alter ego, Norman Yates, wrote our quiz. But Mr. Yates did indeed "Sabotage" us. See Laundry Basket.—Ed.

(Continued on page 6)

GAMES

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(Continued from page 4)

Envelope of the Month



As a salute to the winner of your "Postage Due" contest (May/June Contest Results), I put together this envelope using the winner's stamp in the obvious place. But just to make sure it reached you, I added a real 20-cent stamp.

Paul Filipkowski
Gainesville, FL

Lojikl, Kohirnt Speling

Your "Wtht Vwls" puzzle (March/April, page 34) reminded me of the following letter to *The Economist*, London, commenting on George Bernard Shaw's suggestion to drop one letter a year from the English alphabet:

"For example, in Year 1 that useless letter 'c' would be dropped to be replased by either 'k' or 's,' and likewise 'x' would no longer be part of the alphabet. The only kase in which 'c' would be retained would be the 'ch' formation, which will be dealt with later. Year 2 might well reform 'w' spelling, so that 'which' and 'one' would take the same konsonant, wile Year 3 might well abolish 'y' replasing it with 'i,' and lear 4 might fiks the 'g-j' anomali wonse and for all.

"Jenerally, then, the improvement would kontinue iear bai iear, with lear 5 doing awai with useless double konsonants, and lears 6-12 or so modifaiing vowlz and the rimeining voist and unvoist konsonants. Bai ler 15 or sou, it wud fainali bi posibl tu meik ius ov thi ridandant letez 'c,' 'y,' and 'x'—bai now jast a memori in the maindz ov ould doderez—tu riplais 'ch,' 'sh,' and 'th' rispektivli.

"Fainali, xen, aafte sam 20 iers ov orxografekl riform, wi wud hev a lojikl, kohirnt speling in ius xrewawt xe Ingliy-spiking werld."

Mark Kantrowitz
Brookline, MA

Xis wud sertanli canje our krosword puzls.—Ed.

Answer Drawer, page 80

The Easy Way

Regarding your "Tweedledum or Tweedledee?" logic puzzles (October, page 12), Alice could have solved them without using any logic at all. The text says Alice looked at the twins' collars to see which was marked "Dum" and which "Dee," but neither was embroidered. She should have looked again.

Kim Kelly
Southfield, MI



LAUNDRY BASKET

If a reader finds a mistake that affects the play of a game, or a significant error of fact, and we agree the slip needs to be laundered, we'll print the first or best letter and send the writer a GAMES T-shirt.

Mistakes: November

★*Pressmen Joe Pedigo and Rodger Allbright discovered, halfway through the press run of the last issue, that the order of the answers in "Hair Apparent" was incorrect. The answers for #3 (Bob Marley) and #6 (Captain Kangaroo) were reversed, as were the answers for #5 (Albert Einstein) and #8 (Elvis Presley). The error was corrected in the rest of the run. If your copy was incorrect, save yourself a stamp; Pedigo and Allbright get the T-Shirts—Ed.*

October

★Someone seems to have *Sabotage*-d your "Hitchcock Frenzy" quiz. The package labeled "Bartholomew The Strangler" appeared in *Sabotage*, not *Saboteur*, and the Statue of Liberty was in *Saboteur*, not *Sabotage*. Also, the Egyptian statue appeared in *Blackmail*, not *The Lodger*.

Richard G. Kortz
Warminster, PA

★Regarding "Can You Think Under Pressure?" (page 40), you have exactly 30 seconds for this:

If the word "appear" means the same as "contain," do nothing. If it doesn't, send me a GAMES T-shirt, because no matter how many cubes the stack *contains*, only 15 *appear*.

Sue Freas
Santa Barbara, CA

★One part of "Can You Think Under Pressure?" violates a rule of logic and should not have been considered true. "All tested students were accepted; Marty was rejected; therefore Marty was not tested." In such a syllogism, the case must fit the generality precisely. If Marty were my dog, or a member of some other nonstudent group, the statement would be incorrect. Consider: "All bright GAMES readers caught this error; Einstein did not catch this error; therefore, Einstein is not bright."

Tim Corica
Cranberry, NJ

★*We're still looking for the solution to a word equation submitted by a reader in our October Letters column. Unfortunately, a typo crept into the letter—which is undoubtedly the reason nobody's found the solution yet. The equation should have read "110 = F of the LLF." Any takers?—Ed.*

September

★In "Rock Lists" you've listed "Dr. Stanley Livingstone" as one of the faces on the album cover of *Sgt. Pepper's Lonely Hearts Club Band*. If this is the same Dr. Livingstone as the 19th-century explorer and medical missionary, his first name was David. The journalist who found him in Africa (and said "Dr. Livingstone, I presume?") was Sir Henry Morton Stanley—the cause of the confusion, I presume?

Susan Brown

★There's a mistake in your Answer Drawer discussion of "Newcomb's Paradox" ("Puzzling Paradoxes," page 18). If the woman had taken box B only, there's no way she could have received $1 million *plus* $1,000. She gets $1 million exactly or nothing.

Alex Zielinski
Malden, MA

EVENTS

If you plan to attend any of these events, write or call to check entry fees, dates, sites, eligibility, etc. Include a stamped, self-addressed envelope with your request.

Blackjack The Fifth Annual Riviera World Championship of Blackjack will be held December 12-15 in Las Vegas, with a jackpot of $250,000. Contact: World Championship of Blackjack, Inc., 20201 Sherman Way, Suite 107, Canoga Park, CA 91307.

Monopoly In the First Annual Midwest Regional Monopoly Tournament, residents of Illinois, Michigan, Wisconsin, Indiana, and Iowa will vie for a $1,000 prize. Entries for the March 18-20 contest are due January 1. Contact: Ron Genser, 416 Springsouth Rd., Schaumberg, IL 60172.

Othello Expert players from the United States Othello Association have issued a challenge to all comers in simultaneous exhibitions at colleges or game clubs. The Moor, the merrier. Contact: Othello Hotline, (212) 683-7810.

Scrabble The tiles will be flying this month at three big tournaments:

- New York City—The Eastern Regionals, an invitational tournament, on December 4-5 and 11-12, at the Game Room, 2130 Broadway, NY, NY 10023. Contact: Steve Tier, (212) 897-2346.
- Dallas, Texas—At Marcus Recreation Center, 3003 Northhaven Road, Dallas, TX 75229. $5 entry fee, no prizes, novice and expert divisions. Contact: Martha Downey, (214) 241-1078.
- Cancún, Mexico—Six days, 15 games in expert, intermediate, and novice divisions. Cash prizes and trophies, novice workshops, demonstrations by experts. Contact: Edith Berman, (617) 259-9108.

Wordplay Nominations are open until December 15 for the Annual New Year's Dishonour List of Words. Candidates for words to be "banished" for mis-, mal-, and overuse should be sent to: Unicorn Hunters, LSSC, Sault Ste. Marie, MI 49783. The list will be issued January 1.

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GAMEBITS

Edited by Curtis Slepian



PHOTOGRAPH BY DAN NELKEN

I love your antennae—are they Calvin Klein?

The Deely-Bopper Brigade

A young woman, the very definition of slinky, alights from a taxi in front of Bloomingdale's, New York. Inspecting her reflection in the store window, she straightens her miniskirt, moistens her lips, and adjusts her antennae.

At that very moment at the North Iowa Fair in Mason City, an excited eight-year-old tugs on his mother's sleeve as they pass a vendor hawking antennae. All the kids are wearing them and he *has* to have a pair.

He doesn't know why, and neither does the young lady in New York, but both are willing participants in America's latest fad: deely-boppers.

The outbreak of silliness started last summer, when the antennae appeared without warning on street corners, at county fairs, and in novelty shops all over the country. The first deely-boppers (the name, of unknown origin, is roughly equivalent to "whatchamacallit") were simply a pair of six-inch springs attached to a thin plastic headband and topped with sparkly styrofoam spheres. But competition spurred manufacturers on to grander designs—antennae mounted with glittery stars, hearts, pinwheels, even the omnipresent Pac-Man. "And now we've got Pac-Man eating Smurf," reports Ron Kelperis, president of Blinky's Flash Novelty Company, who has sold hundreds of thousands of deely-boppers.

Nobody knows who invented deely-boppers, or why. One theory traces the idea to the giant-bee skits on the old *Saturday Night Live*—"John Belushi got laughs just standing there with those things bobbing around on his head," says Kelperis—while others think movies like *E.T., Tron,* and *Star Trek II* were the inspiration.

And nobody knows why they've caught on so big. "Who knows why people wear any kind of crazy thing?" said a New York University sociology professor, dismissing any question of Deeper Meaning.

Maybe it's the recession. Costing only a dollar or two, deely-boppers are a more economical form of trendy headgear than the Walkman. Now, if they'd only come out with an earmuff model for winter . . . —Karen Schwarz

Mind Your Manners

How comforting to know that, at least in Britain, the art of fine manners is not dead. In fact, Debrett's Peerage has just issued an updated version of *Debrett's Etiquette and Modern Manners* (paperback, Pan Books, London), which tells how to handle any sticky situation, from writing to the Queen to eating escargots without dribbling your garlic butter.

We immediately turned to the section on "Games and Sports" to see if we had been doing anything wrong, and we found these tips:

- In hunting, it's "vitally important not to shoot in the direction of the other guns."
- In gambling, it's not a good idea to play a game you don't know. "As well as irritating the other players and making a fool of yourself," you might lose.
- As for gambling debts, "it is more than frowned upon" not to pay them.

Sound advice. But we were sorely disappointed that Debrett's was not more complete. We suggest to the editors that in the next volume they include advice on these common problems:

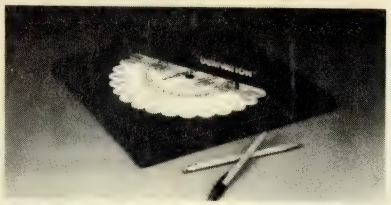
- After winning a game of Monopoly, is it unsportsmanlike to run around the room, index finger raised high, shouting, "I'm number one! I'm number one!"?
- If the child of a visiting friend smears jam across your uncompleted crossword puzzle, do you have the right as host to lock the tyke in the freezer for the duration of the visit?
- When you're playing Scrabble and it's your opponent's move, is it impolite to pull out a portable radio and turn on a heavy metal station?
- When addressing a golf ball, do you call it Mr., Mrs., Miss, or Ms.?
- If your chess computer makes a sarcastic remark about your bad move, should you demand an apology or just pull its plug?

—Saul T. Prince



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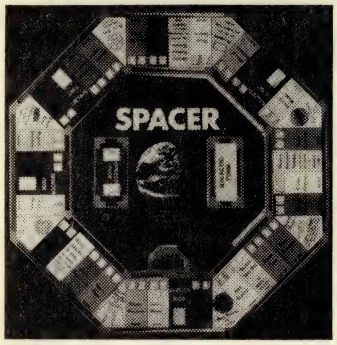
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Crime and Punishment

So what if puns irritate some sensitive souls? William T. Rabe and his sidequip Earle Harris know that the pun is mightier than the sword. Co-leaders of Punsters Unlimited (PU), Rabe and Harris are fast becoming America's favorite pun-pals.

PU was born nearly 30 years ago, when Rabe, who is director of college relations at Lake Superior College in Sault Ste. Marie, Michigan, got a call from the *Detroit Free Press*. Knowing Rabe's fondness for wordplay, the paper asked if he knew of the existence of any group dedicated to punmanship. "I didn't know of any," Rabe reports, "so I created one myself."

His first step, a giant one for punkind, was to enlist the help of Harris, a professor of English and the college's chief pundit. "In teaching English," Professor Harris deadpans, "I think it's important for my students to get their Wordsworth."

Punsters Unlimited sparks punupmanship by sponsoring an annual Aid and Abet Punsters Day on November 8; on that day all puns must be met with laughter and applause, and groaning is outlawed. The group also registers puns, giving each its own serial number and certificate of creation.

Over the years PU has received innumerable submissions, even from the likes of Soupy Sales and Henry Morgan, and in the process has registered more than 11,000 puns. Unfortunately, they don't keep written files of the puns or their authors, because, says Rabe, "a pun is a fleeting moment of humor."

Rabe does recall his own personal favorite, a triple pun coined by the brother-in-law of Sir Arthur Conan Doyle: "Though he's not very humble, there's no police like Holmes."

Rabe warns that three-quarters of the submissions to PU are turned away as non-puns. A rejected would-be punster receives a form letter breaking the news that "your composition is not a pun," and pointing out what it is with a checkmark on a list that includes: "a funny joke, a not very funny joke, a spoonerism, a limerick, an epigram, a simile, a gag, a bon mot (a French epigram), a wisecrack (an American epigram), a groaner (which *may* be registered with the prefix 'G')."

Being fiendish punsters ourselves, we managed to get one of our own registered—it is officially Pun Number 11,461. You'll find it somewhere in the Events column, on page 6. Please don't groan. It's all in pun.

—Robert Goldberg

Answer Drawer, page 80

The Jig Is Up

For Barbara Armstrong, the first National Jigsaw Puzzle Championship, in Athens, Ohio, had a fitting conclusion. The 24-year-old resident of Athens, Georgia, won the $1,000 top prize by completing a 500-piece puzzle in 3 hours 35 minutes. Her time was good enough to beat 215 other puzzlers from 16 states who were competing in the event, which was sponsored by



PHOTOGRAPH COURTESY OF MILTON BRADLEY

Cold-war gamesmanship? These Reagan and Brezhnev look-alikes are playing Milton Bradley's Electronic Stratego for publicity, not diplomacy.



PHOTOGRAPH COURTESY OF HALLMARK

Lisa Heiser, 17, gets it together to help win the jigsaw doubles crown.

Hallmark Cards.

Armstrong has been playing with jigsaws since childhood, when she would walk across a carpet of completed puzzles on her bedroom floor because she couldn't bear to disassemble them. Armstrong's solving technique, developed through years of practice, is to attack a puzzle by first filling in the outside pieces, then working large shapes inside.

Third-place finisher Emelda Dahms, the registrar at Sinclair Community College in Dayton, Ohio, takes a more piecemeal approach. She stares at the chaotic pile until "a color catches my eye, then I grab a handful of that type and play with them until they fit." Dahms, who once "bordered on the fanatic" at jigsaws, was a closet puzzler until her friends read about this tournament in the papers. "But how often," she laughs, "do you talk about jigsaw puzzles to friends?"

Does practice (one contestant worked on 60 puzzles to train for the tournament) and competition take the pleasure out of the pastime? Not for second-place finisher Martha May, a graduate student at Purdue University. After she completed one tournament puzzle, a picture of a pizza with everything on it, she was hungry for more: "I came home the next day and did a jigsaw puzzle. And it seemed like I was going a lot faster." Dahms, too, returned to a jigsaw—a puzzle her secretary left on her desk, having been unable to finish it herself.

On the other hand, Lori Reeves, who won the doubles competition teamed with her sister Lisa Heiser, confessed, "I don't think we'll ever do a puzzle just for enjoyment again. Now, it's how fast can we do it."—C.S.

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Mixed Menagerie

The Abominable Snowman

by Bonnie Averbach and Orin Chein

Probably the first real evidence of the existence of the Abominable Snowman is a photograph taken by the renowned mountaineer Sir Hilary Edmund and his party.

Before the photo was developed, Sir Hilary was asked to describe the beast. "It was over seven feet tall, had long white fur, and each foot had six toes," replied Edmund.

"Him a liar," objected the famed Sherpa guide Nenzing Torkay, grinning. "The Snowman has no fur at all, is under five feet tall, and has hooves."

The other three members of the expedition also disagreed in their descriptions.

Monte Everesto said that the Snowman was six feet tall and had long white fur and hooves.

Matty Horne claimed the Snowman was over seven feet tall, had brown fur, and had five toes on each foot.

And Snowsov "Killer" Manjaro estimated the beast's height at under five feet and attributed brown fur and six-toed feet to the creature.

The discrepancies in these descriptions were probably due to the fact that the beast was sighted during a severe snowstorm. When the picture was developed, it proved that each of the five mountain climbers was correct about exactly one aspect of the Snowman's appearance.

What does the Abominable Snowman look like?

Zoo's Who?

by J. F. Peirce

You are playing a game of "Zoo's Who?" and it's your turn to be It. Each of your six playmates has chosen the identity of a different animal from the following list: coral snake, black widow spider, centipede, penguin, zebra, bumblebee.

Can you discover which creature each person chose by asking just one question of each? (You may ask any question *except* "Which animal are you?")

Reincarnation

by J. F. Peirce

A small university English department consisted of—in increasing order of rank—a teaching assistant, an instructor, an assistant professor, an associate professor, and a full professor.

Each taught one class: Shakespeare, English literature, American literature, folklore, or rhetoric.

Each of the men had a collection: political buttons, beer cans, bottle caps, dirty books, or comic books.

One was single. Another was having a meaningful relationship. A third was happily married. A fourth was happily divorced. And a fifth was twice divorced (also happily) and still looking.

Then, within a single month, all died of natural causes and were reincarnated as a cockroach, a toad, a rat, a fox, and a vulture.

One day in their reincarnations, they all met by chance and, by some miracle, recognized one another from their previous existence. (They hadn't changed that much, really.) And to their surprise, they discovered that they could converse with one another. In English, naturally.

Each remembered something about himself or the others, but since all of them (having been college professors) were more or less absent-minded, they couldn't recall who had been who. Following is all they could remember:

1. The full professor collected dirty books.
2. The one who taught English literature was separated.
3. The instructor proudly wore a gold band on the third finger of his left hand.
4. The associate professor taught rhetoric.
5. The assistant professor taught English literature.
6. The teaching assistant's second wife ditched him for a dean because he collected beer cans—all of which he had emptied himself.
7. The teacher who was single did not teach any of the four literature courses.
8. The one who taught American literature had a valuable collection of Classics Illustrated comics.
9. The rat, in his prior existence, ranked above, and the fox below, the assistant professor.
10. The toad remembered combining his specialties by teaching the bawdier bits of the Bard.
11. The cockroach remembered that he'd hated liquor in all its forms.
12. All the vulture could remember were the phrases "I Like Ike" and "Nixon's the One."

Although the cockroach, the toad, the rat, the fox, and the vulture weren't able to figure out their previous ranks, the subjects they had taught, their marital status, or what they had collected during their prior existence, can you?

The Pet Set

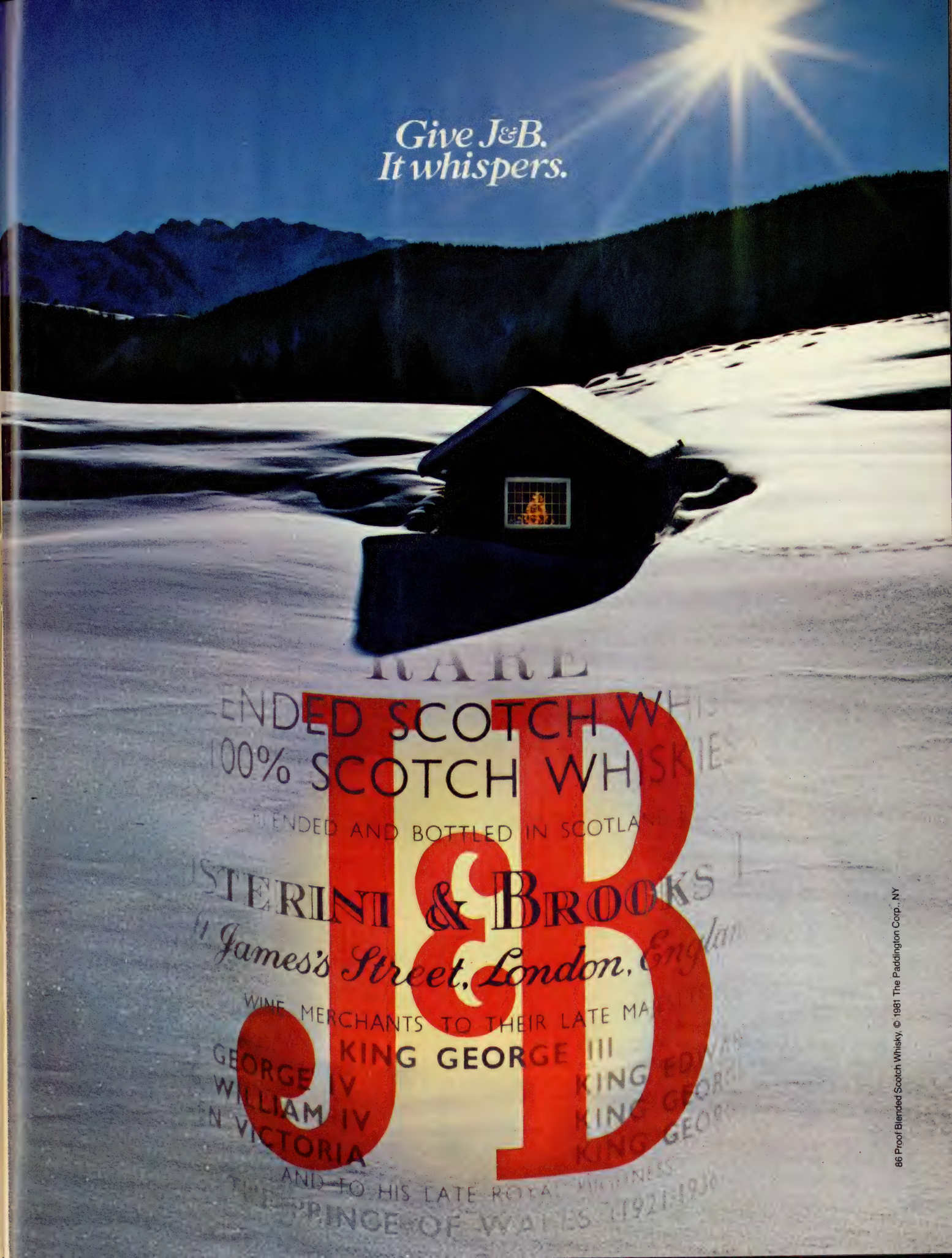
by Bonnie Averbach and Orin Chein

There were five fine ladies from Carruther
Who named their pets after each other
From the following clues,
Can you carefully choose
The pet that belongs to Sue's mother?

Toni Taylor owns a hog;
Belle Bradkowski owns a frog;
Janet Jackson owns a crow;
The garter snake is owned by Jo;
Sue's the name they call the frog;
And "Here Jo, here Jo" brings the hog;
The name by which they call the pony
Is the name of the woman whose pet is Toni;
The final clue, which I'll now tell,
Is that Sue's mother's pet is Belle.

Answer Drawer, page 87

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LETTER LINEUPS

Connect two seven-letter words with a set of five-letter words that are as internally similar as possible.

What's chaotic on the outside but orderly on the inside? In this contest, the better your entry answers this riddle, the higher you'll score.

First, think of two different seven-letter words, each made up of seven different letters. Next, write these words vertically in the first and fifth columns of a 5 x 7 grid. The words in the example at right are PARSLEY and SCORNED.

Now, try to fit a five-letter word into each row, like the words PARTS, ANTIC, etc., in the example. If you can't think of a word that fits every row, you may leave one or more of the rows blank without penalty.

Scoring Points are scored for two or more of the same letter in the same column. (No points are scored for the first or fifth columns, since neither of your seven-letter words may contain repeated letters.) Each pair of identical letters in a column is worth 3 points; three of a kind scores 8 points; four of a kind, 15 points; five of a kind, 24 points; six of a kind, 35 points; and all seven alike, 48 points.

Example The sample entry, above right, scores a total of 37 points: 15 points for the four A's in the second column; 3 points each for the pairs of D's and R's in the third column; and 8 points each for the trios of E's and I's in the fourth column.

Acceptable Words To be acceptable, a word—including both seven-letter words and all five-letter words connecting them in your grid—must be recognized by *Webster's Third New International Dictionary* (Unabridged), where the word must either be listed in boldface or be an inflected form of a boldface entry. Comparative and superlative forms of adjectives are acceptable only if specified after the boldface entry; but noun plurals and verb forms are acceptable if merely implied by the inflectional patterns of related words. Words may contain apostrophes or accent marks. A word is unacceptable if it: (1) is composed of two or more component parts separated by a space; (2) contains a hyphen or period; (3) is designated only as capitalized or usually capitalized; (4) is listed only as an abbreviation; or (5) appears only in the Addenda.

P	A	R	T	S
A	N	T	I	C
R	A	D	I	O
S	K	I	E	R
L	A	D	E	N
E	E	R	I	E
Y	A	W	E	D

Sample Entry
Total Score: 37

15 6 16

How to Enter On a sheet of paper or the back of a postcard, write your completed 5 x 7 grid, your total score, and your name and address. If you mail your entry in an envelope, you must also write your total score on the back of the envelope. You may enter as often as you wish, but each entry must be mailed separately.

Winning The entry with the highest total score wins. In case of a tie, the winner will be the entry containing, in the first or fifth column of its grid, the seven-letter word that comes first alphabetically. If there is still a tie, the other seven-letter words will be compared, and the one coming first alphabetically wins. Any remaining ties will be broken by random draw. —R.W.S.

Mail your entry to: Letter Lineups, GAMES Magazine, 515 Madison Ave., New York, NY 10022. All entries must be received by January 14, 1983.



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A SLEDGE HAMMER DETECTIVE STORY



The HEMLOCK KISS-OFF

BY CURTIS SLEPIAN

★★

It was another long afternoon. The Dodgers were dropping a doubleheader and I hadn't had a client in the first three months of 2041. My name is Hammer, Sledge Hammer, and like it says on the door, I'm a Historical Investigator, a time shamus who travels into the past to solve unexplained crimes and historical enigmas. Though most of my cases are penny ante, once in a while a big one comes my

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way. Maybe you remember how I uncovered Trotsky's killer and the identity of Jack the Ripper.

Business being what it is, I don't own a new digital time machine; mine is bent and rusty, but it sends me back where I want to go—give or take a couple of days. Besides, getting a machine isn't easy. The cops are pretty particular about who they give a time traveling license to; luckily I knew a few of the boys from my days on the force.

I was unsuccessfully trying to soften a day-old doughnut in a cup of tepid java when Velvetta's voice purred over the intercom. She's a TR-400 standard secretary, and for a boxload of microchips, she's damn sexy. "Sledge, some dame's here to see you. Keep your hands to yourself."

When the door opened, I saw why Velvetta was jealous: The dame was a knockout.

"Mr. Hammer, my name is Lana Welborn. I'm writing my doctoral dissertation on Socrates and I need your help."

Socrates. I searched my memory and suddenly the case clawed its way into my mind. "Wasn't he the Greek philosopher convicted of corrupting Athenian youth and given a hemlock cocktail?"

"Yes, Mr. Hammer. No doubt you read Plato's account of his execution."

"No doubt—and call me Sledge."

"Mr. Sledge, I have reason to believe there's something terribly suspicious about Socrates' demise as most historians understand it. I'm willing to pay you to investigate the facts."

Staring at the shapely scholar, I lit a cigarette. I could fall for her in a big way. "It's going to cost you plenty."

"I've got a grant."

We were in business.

The next few days I brushed up on Greek history and grammar. I also made sure to oil my .45; these Hellenes might be tough hombres. Before I left, Velvetta offered her usual sentimental goodbye: "Beware of Greeks bearing gifts, Sledge—especially female Greeks."

"I'll try, kitten," I said, ducking into the time machine. An instant later I was in Greece, 399 B.C. And as usual, my head felt as if it had been gang-kicked by the Rockettes. Time travel's no picnic.

After ditching the machine in a nearby cave, I followed a dirt road to Athens. The sun beat down like brass knuckles, but at least there wasn't any smog. The few Greeks I passed on the way gave me strange looks. My trench coat and fedora were hunky-dory in L.A., but here they stuck out like a sore thumb.

An hour later, and soaked with sweat, I arrived in downtown Athens. If this was the glory that was Greece, give me Bel-Air anytime. The first thing I needed was a bath. In this town, they were public, and I didn't like the clientele that hung out there—most guys don't look so hot in lipstick. After washing and dressing in record time, I asked the attendant where I might be able to find Socrates.

"Off Venus Street, near Homer's Heavenly Hero Sandwich Shop. He's probably not home, but Xanthippe, his wife, will be," he leered.

I don't know what philosophers earn, but they couldn't be rolling in dough if Socrates' house was any indication. I knocked on the door and a woman answered. She was about 40, frowsy, hair dyed blond. Over the hill, but she was once a looker.

"What do you want?" Real friendly.

"My name is Hammer. I'm looking for Socrates."

"So am I. That lazy bum is never home. He's always out in the market or the gymnasium or the bathhouses explaining Good and Virtue to anyone who'll listen. Well, you can't pay the rent with Virtue. He hasn't worked an honest day since I married him. If I get my hands on him . . ."

So that's why he was never home. From within I could hear a baby wailing. I looked over Xanthippe's shoulder through the narrow doorway and saw a bed in disarray, a sheepskin blanket on the floor, a pair of men's and a pair of women's sandals scattered nearby. Obviously, housekeeping wasn't her thing.

Xanthippe misread my interest. "My friends call me Xanny," she said in a low, husky voice. Looking me up and down, she invited me back for a midnight rendezvous.

"Sorry, doll, I'll take a rain check."

As I darted down the street I heard her ask, "What's a rain check?"

A few false starts and two hours later I finally found Socrates beside a statue of some big-wheel god. The philosopher was seated barefoot, munching on figs. You could tell by the size of his gut that he loved his figs. Students and onlookers encircled him. I ambled over to the edge of the group and listened.

One student, a good-looking kid built like a jock, was trying to prove that if you hurled a spear, it could never arrive at its target: First it had to travel half the distance to its destination, then half the remaining distance, and so on ad infinitum.

"That's Alcibiades," said someone, pointing to the kid. "He used to be Socrates' fair-haired boy, but now he's on the outs. Plato is the master's protégé now." Plato, I learned, was from a rich family, but had squandered much of his fortune on flashy clothes and wine parties.

Socrates made mincemeat out of Alcibiades' argument, and the hot-tempered kid stalked off; he muttered some threats, then shouted, "I know I'm right."

After class was dismissed Socrates and Plato walked off together. They were an odd couple. Every crease in Plato's tunic was pressed, while Socrates was a slob, from his greasy beard to his feet caked with dirt. They were deep in talk about Will or Justice or something

(Continued on page 20)



(Continued from page 19)

when I barged right in—gumshoes can't be shy. "Say, pops, can't you afford a pair of sandals?" I jokingly asked Socrates.

Plato replied. "We seem to have a foreigner in our midst. Are you a Cretan?" I let the insult ride.

"I don't even own shoes," said Socrates. "Unlike Plato, I'm indifferent to pain and poverty. Is it not true that all worldly objects, be they flesh or leather, wear out, while only the soul remains immortal?"

"Yeah, sure," I mumbled.

"He wouldn't know a metaphysical argument if it hit him in the face," sneered Plato.

"I know a creep when I see one."

"Obviously your eyes are as weak as your mind."

I fingered my rod, fighting the urge to pistol whip Plato. "Don't push your luck."

"Enough!" cut in Socrates. "This is the dumbest dialogue I've ever heard."

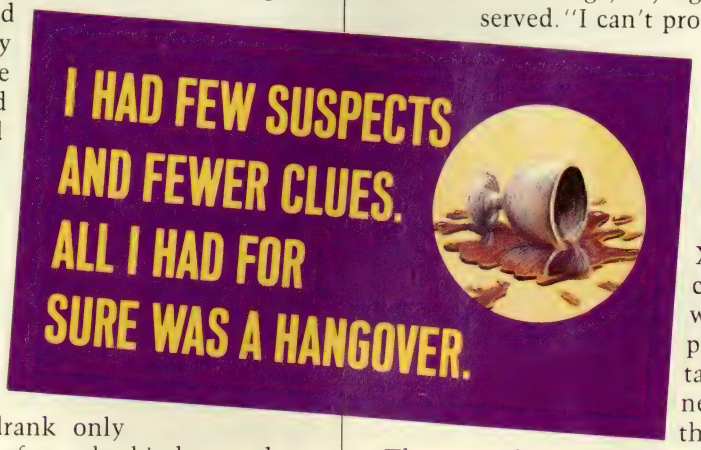
"Any more questions, Hammer?" asked Plato with a smirk.

"Just one. I hear someone is setting Socrates up for a fall, that's he's in trouble with the law for impious teachings."

Socrates laughed. "You *are* a stranger here. I was acquitted of those charges weeks ago."

This didn't jibe with recorded history. Lana was right—something was fishy. I'd have to wait for events to unravel themselves.

I didn't have to wait long. That night news spread that someone had slipped Socrates a hemlock mickey at the house of Hippias the Sophist. I rushed there and found Socrates stretched out on a couch. He had asked his last Socratic question.



A servant gave me the story. "The only people at the Symposium were Socrates, Alcibiades, Hippias, Plato, and me. They were all drinking wine except, of course, Socrates, who drank only goat's milk. I poured drinks from the kitchen and carried them into the living room, but everyone drifted in and out of both rooms during the evening—except Plato. He arrived late and immediately started moaning about a stomach ache. We all rushed to his side to see what was wrong. He soon felt better, but he didn't budge from the couch the entire night—maybe someone had tried to poison him too. Anyway, the party continued, with Socrates in rare form, calling Alcibiades an idiot and railing at Hippias for charging a fee for his teaching. Furious, Hippias left the house for a few minutes, then returned. An hour later Socrates complained his limbs were numb. In a few minutes he was dead."

"Did anyone inform the police?"

"The *polis*? Sure, the whole city knows about it."

"Never mind." I walked into the kitchen and stared out the back door. When one of the world's greatest thinkers gets knocked off, you owe it to him to find his killer. I looked out across the slumbering street and realized once again that history is a sewer that flows from the past to the present. Sometimes you need a plumber's helper like me to unclog it.

The next day I found Hippias at the marketplace near the Assembly Hall. He was setting up a sign reading "I'll Teach You Truth and Knowledge the Fast, Easy Way. Just 30 Drachmas." To the crowd, Hippias began demonstrating the "teaching" prowess that had made him a top Sophist, "proving" up was down, right was wrong. Con men like him make my blood boil.

When Hippias had finished signing up some suckers, I buttonholed him. He was pale and skinny and his thinning hair was matted with sweat. "I'm working the Socrates case. I hear you and he didn't see eye-to-eye about a few things."

"Oh, his death is a tragedy. I can argue convincingly that I loved him dearly, but my emotions are evidence enough." He began to shed crocodile tears.

"I've got my own way of getting at the truth," I said, "and it's a lot faster than yours." I yanked him to the ground and stomped on his hands until they crunched like Saltines. He wouldn't be able to pick up even a grape for a week.

"OK, OK, so Socrates ridiculed me for being mercenary and hurt my business by his public japes. But I didn't kill him, I swear it."

I left him blubbering and walked to Alcibiades' house on Athena Avenue. When I asked for his alibi, Alcibiades went into a rage, saying Socrates got what he deserved. "I can't prove I didn't do it, but you can't prove I did."

As for Plato, he was pretty philosophical about the whole thing: "It just shows you, live for today."

That evening I ran into Xanny. She sidled up real close to me, closer than a widow ought to, and whispered that she wanted to talk to me after Socrates' funeral. She had an idea who the killer was.

The next day, after they lowered Socrates into the earth, Xanny and I strolled back to her house. As she began explaining why she thought Hippias was the murderer, a javelin suddenly slammed into the side of a house, missing her by inches. In one motion I pulled out my .45 and wheeled around. The dark street was deserted. The only movement came from the spear, swaying in the wall. Xanthippe shrieked, "First they kill my husband, now they're trying to kill me!"

It looked that way.

Swigging cheap wine in a fleabag hostel, I spent a sleepless night racking my brains. I had few suspects, fewer clues, and not a shred of hard evidence. By morning, the only thing I had for sure was a hangover. I stumbled over to Poseidon Place for a quick bite and bought some nuts from a peddler. As she clomped away, it hit me. My heart did a half-gainer and landed in my stomach. There was one man, I realized, who had all the answers.

Answer Drawer, page 83

ILLUSTRATIONS BY TERRY ALLEN

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THE ENCHANTED GROTTO

Our deep-sea diver is looking for buried treasure, and he's about to find more than he bargained for. Hidden in this grotto, along with uncounted and unnameable creatures, are 18 real animals, a mermaid, and a few miscellaneous objects you don't normally find underwater unless the ocean happens to be enchanted like this one. Can you find them?

Answer Drawer, page 84

a gorilla
two turtles
a telephone
an alligator
a squirrel
an elephant
a monkey
a seal
a bat
an ostrich
a mermaid
an armadillo
a rabbit
a walrus
a wolf
a frog
a stork
a salamander
a woolly mammoth
a pair of binoculars
our artist's pallette



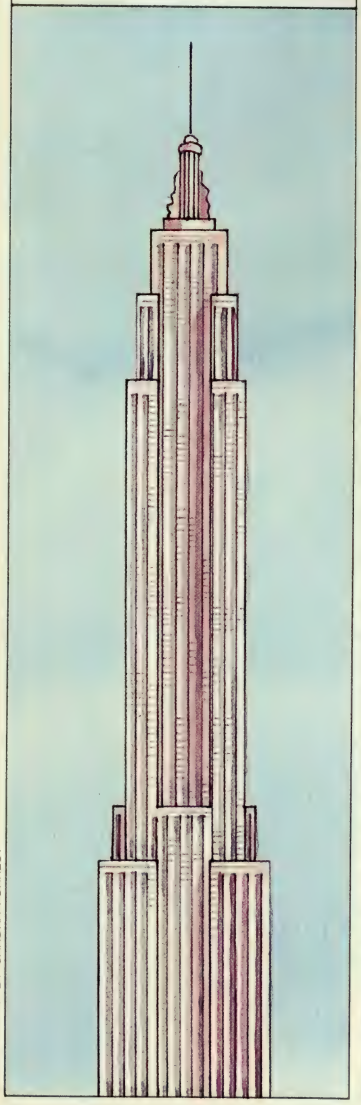
OOOOOUTNUMBERED

★★

by Rose Raidt

Have the numbers in your life lost their meaning? Practice putting sense into them with this quiz.

How many bricks are in the Empire State Building? Would you say about 1,000,000? 10,000,000? Could there be as many as 100,000,000?



ILLUSTRATIONS BY SANDRA FORREST

If your estimate was 10,000,000, you were right. If it wasn't, you may be suffering from "innumeracy," a modern curse whose victims can't guess the number of bricks in a building or jelly beans in a jar because they can't visualize big numbers or tell one from another. Those afflicted with "number numbness" skim over phrases like "20-kiloton yield" or "more than 40 billion served" without comprehending what those numbers represent.

The problem isn't confined to big numbers—small ones can be just as elusive. If you can't conceive of a million of something, chances are you can't imagine something divided into a million parts.

Practice is Douglas R. Hofstadter's prescription for those who seek a cure. In a recent *Scientific American* column, he maintains that if it's possible to develop a sense for the number of chairs in a room, it's just as possible to develop a sense for the number of zeros in a numeral. A little intuition, together with some basic beforehand knowledge, can help you make fair estimates.

Try this one for starters: How many smokers are there in the United States? OK, you probably know there are roughly 230 million people in the country. Of the Americans you know, how many smoke? Half? Apply that to 230 million, then divide by two to compensate for the number of children in the population, and you'll have a ballpark estimate of 50,000,000. So if someone tells you there are 50,000 smokers in the U.S., you'll know they're wrong—you're *not innumerate!*

Let's go back to the Empire State Building. Somewhere along the line you may have heard it was 102 stories tall. How many bricks would there be to a floor? At this point you're just guessing, of course, but a million bricks per floor should seem a little steep, just as 10,000 might seem a little low. You'll soon deduce that the answer is somewhere in the middle.

Starting to get the hang of it? Then proceed to our quiz, which tests your feel for big and not-so-big numbers. Using what Hofstadter calls "numerical horse sense," see if you can determine the answers. Score yourself as follows:

0-5 correct: Numb skull.
6-15: Use your fingers if it'll help.
16-20: Count your blessings.
21-25: Yeah, well let's see ya do it again.

Answer Drawer, page 86

What is . . .

1. The population of Denver, Colorado?
a) 4,913,960
b) 491,396
c) 49,139

2. The total number of passenger cars sold in the U. S. in 1980?
a) 64,000,300
b) 6,400,030
c) 640,003

3. The weight of a Boeing 747 Jumbo Jet in pounds?
a) 77,500
b) 775,000
c) 7,750,000

4. The estimated number of divorces granted in the U. S. in 1981?
a) 1,193,000
b) 119,300
c) 11,930

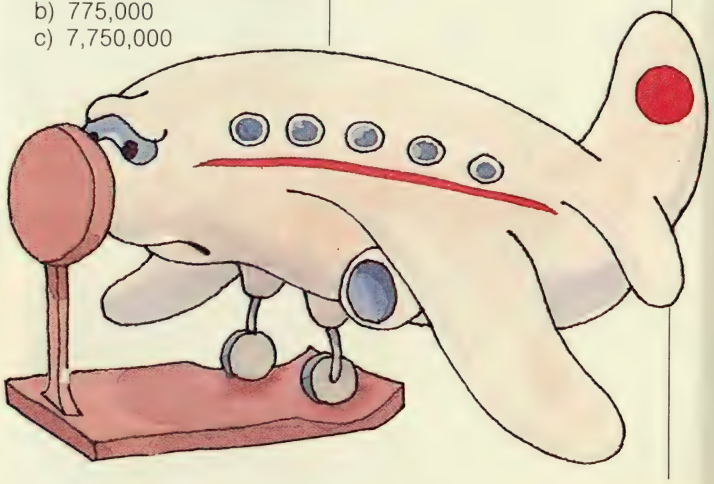
5. The elevation of Mt. Everest in feet?
a) 29,000
b) 2,900
c) 290,000

6. The speed of the world's fastest snail in miles per hour?
a) .000313
b) 0.00313
c) 0.0313



7. The number of Valium prescriptions filled in the U. S. in 1981?
a) 310,000
b) 3,100,000
c) 31,000,000

8. The total number of Vietnam war veterans in the U. S.?
a) 9,061,000
b) 906,100
c) 90,610



OOOOUTNUMBEREDO

9. The number of young men currently registered for the draft in the U. S.?
a) 7,500,000
b) 75,000,000
c) 750,000

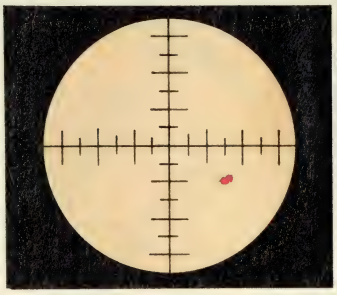
10. The number of U. S. homes with only black-and-white TV sets?
a) 115,500,000
b) 11,550,000
c) 1,155,000

11. The number of passengers enplaned at Chicago's O'Hare Airport in 1981?
a) 16,380,000
b) 1,638,000
c) 163,800

12. The number of people in the world whose principal language is English (as of mid-1981)?
a) 39,100,000
b) 391,000,000
c) 3,910,000,000

13. The number of acres of forested land in Hawaii?
a) 1,986,000
b) 19,860,000
c) 198,600,000

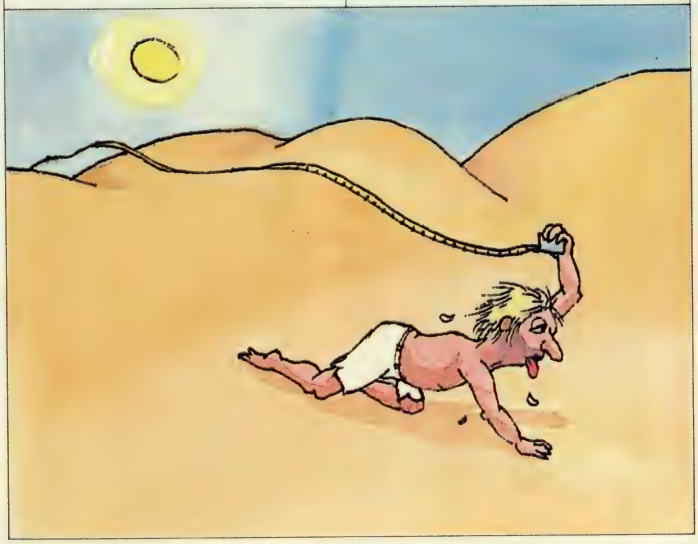
14. The size of the Sahara Desert in square miles?
a) 32,500
b) 325,000
c) 3,250,000



15. The size of an amoeba in millimeters?
a) 1.0
b) .1
c) .01

16. The estimated number of waiter and waitress jobs in the U. S. by the year 1990?
a) 163,470,600
b) 16,347,060
c) 1,634,706

17. The circulation of *TV Guide* magazine?
a) 200,000
b) 2,000,000
c) 20,000,000



18. The number of poodles registered with the American Kennel Club in 1981?
a) 9,305
b) 93,050
c) 930,500

19. The height of Chicago's Sears Tower in inches?
a) 17,448
b) 174,480
c) 1,744,800

20. The total land area of all 50 U. S. states in square feet?
a) 100,877,060,000,000
b) 100,877,060,000
c) 100,877,060



24. The number of film theaters in the U. S. S. R.?
a) 1,456
b) 14,560
c) 145,600



21. The Reagan Administration's 1983 civil defense budget for crisis relocation?
a) $2,520,000
b) $25,200,000
c) $252,000,000

22. The number of women, around the world, who have ever used oral contraceptives?
a) 20,000,000
b) 200,000,000
c) 2,000,000,000

23. The mass of the Earth in metric tons? (Hint: The sun's mass is 1.989×10^{27}.)
a) 5,976,000,000,000,000,000,000,000
b) 5,976,000,000,000,000,000,000
c) 5,976,000,000,000,000,000

25. The gestation period of a zebra in hours?
a) 876
b) 8,760
c) 87,600



Assistant Editor Rose Raidt can count chickens before they're hatched and can put two and two together.



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A REBUS PUZZLE BY DOUGLAS AND JANIS HELLER

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Answer Drawer, page 87



PHOTOGRAPH BY STAN FELLERMAN

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Edited by Will Shortz

PENCILWISE



by Mike Shenk

another. For example, Band "A," when filled seven consecutive words ("a" through "g") re "A" and reading around the perimeter of 'B" will contain a similar series of eight words h") starting in square "B." The dividing point answers, as before, is for you to determine. ven in order. When the puzzle is completed, each square in the grid will have been used once in a Row word and once in a Band word. March!

Answer Drawer, page 83

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B **a** Archer's need
b Newsman Newman
c Frontiersman Boone
d Period of history
e Clamor
f Pawn (an item)
g Religious law
h Western American mountains

C **a** Benchlike sofa
b Dorothy's dog
c Porcupine
d Athena or Aphrodite
e Horrible things

D **a** Twists out of shape
b Chain pieces
c Fort embankment
d Smidgen

E **a** Escalator alternative
b Cookbook item
c Out of danger

F **a** Impale
b Panel trucks

ACKNOWLEDGMENTS

10 **a** Snare
b Western lawman

11 **a** Gave orders
b "Darn!"

b Togetherness

13 **a** Beetle Bailey's superior
b Turns the tables

A **a** Hopeful
b North American orchids (hyph.)

c Telescope parts
d Patriot Paul
e Lawn greenery
f Greek Bs
g Idol worshiper

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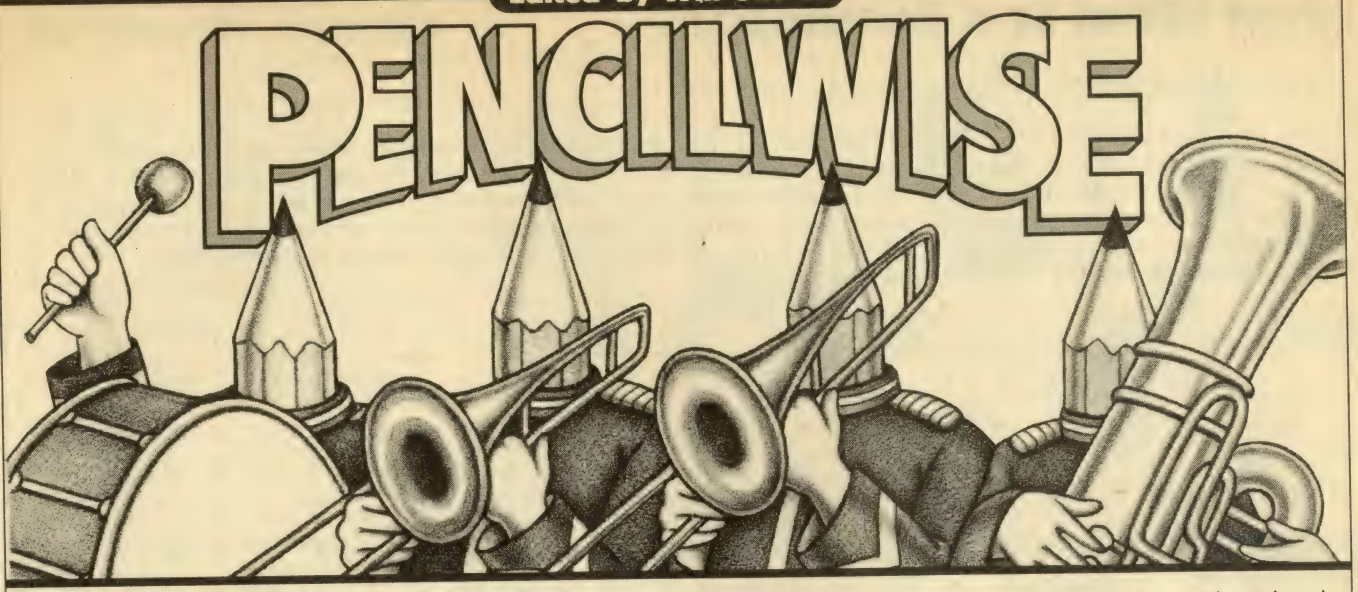


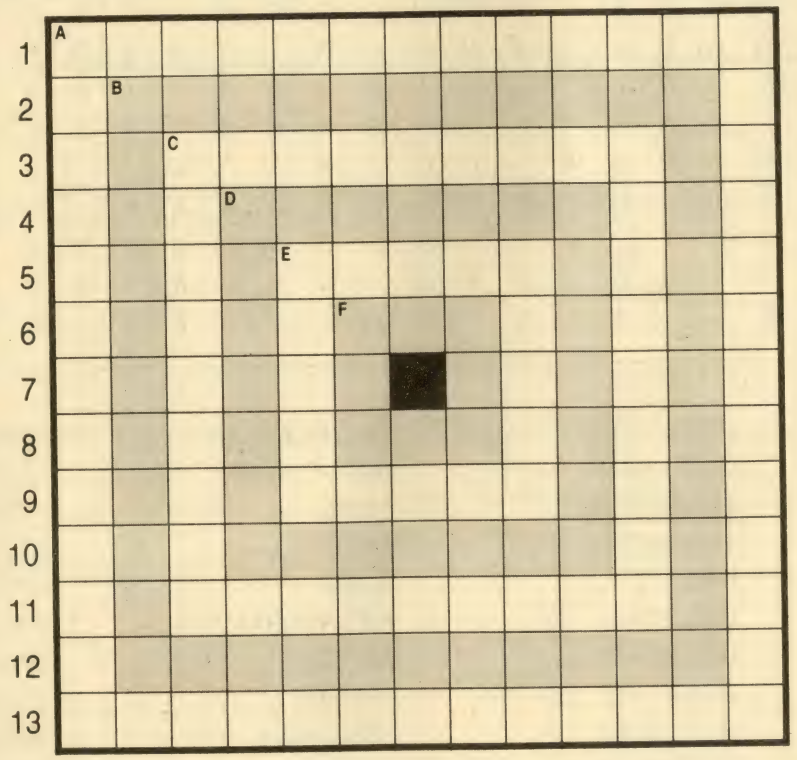
ILLUSTRATION BY MARGOT ASAHINA

The Marching Bands ★★

by Mike Shenk

The words in this puzzle march around the grid in two ways. In one formation ("Rows"), words march across—two words for each numbered line, reading consecutively from left to right. The dividing point between these answers is for you to determine, except in row 7, where the words are separated by a black square. In the second formation ("Bands"), words march around each of the six shaded and unshaded bands, starting at the lettered squares (A, B, C, D, E, and F) and proceeding in a clockwise direction, one word after another. For example, Band "A," when filled in, will contain seven consecutive words ("a" through "g") starting in square "A" and reading around the perimeter of the grid. Band "B" will contain a similar series of eight words ("a" through "h") starting in square "B." The dividing point between these answers, as before, is for you to determine. All clues are given in order. When the puzzle is completed, each square in the grid will have been used once in a Row word and once in a Band word. March!

Answer Drawer, page 83



ROWS

1 a Headache remedy
b Singer Knight

2 a Became thinner
b Coils

3 a "Plus" item in accounting
b Renounce spirits

4 a D'Artagnan, for one
b Trattoria dessert

5 a Take into custody
b Zeppelin

6 a Sit-in, e.g.
b Snoozing

7 a Decorative strokes on letters
b Equestrian gear

8 a Aviator
b He gets retribution

9 a Disease-carrying fly
b Harvest workers

10 a Snare
b Western lawman

11 a Gave orders
b "Darn!"

12 a Between-meals nibble
b Togetherness

13 a Beetle Bailey's superior
b Turns the tables

BANDS

A a Hopeful
b North American orchids (hyph.)
c Telescope parts
d Patriot Paul
e Lawn greenery
f Greek Bs
g Idol worshiper

B a Archer's need
b Newsman Newman
c Frontiersman Boone
d Period of history
e Clamor
f Pawn (an item)
g Religious law
h Western American mountains

C a Benchlike sofa
b Dorothy's dog
c Porcupine
d Athena or Aphrodite
e Horrible things

D a Twists out of shape
b Chain pieces
c Fort embankment
d Smidgen

E a Escalator alternative
b Cookbook item
c Out of danger

F a Impale
b Panel trucks

ACKNOWLEDGMENTS TO *LA SETTIMANA ENIGMISTICA*

Just What *Is* a Buccaneer? ★

by Edith Rudy

Pirates' Word Search

Ahoy, mateys! If you're looking for hidden TREASURE, you've come to the right place. In this puzzle we've buried MAPS, JEWELS, GOLD, DOUBLOONS, and 46 other words and phrases that pertain to the golden age of piracy. Words are hidden horizontally, vertically, or diagonally, but always in a straight line. To make the search a bit harder (and more fun), we've replaced one or more letters of each word in the puzzle with a circle. Restore these missing letters as you solve. When you're done and all the missing letters have been filled in, they will spell—reading in order from left to right line by line—the answer to the title question. Happy hunting!

Answer Drawer, page 84

◯	L	O	O	S	◯	G	R	A	C	M	K	A	◯	H	E	D	A	O	K	L	O	A	T	S	K	R	E
N	O	O	K	O	P	L	N	◯	E	N	A	R	R	E	T	I	D	E	M	◯	A	W	E	N	A	R	H
E	R	N	L	K	O	◯	O	K	A	L	E	◯	E	E	B	◯	A	R	R	O	T	L	A	O	N	W	W
H	I	G	N	H	C	B	N	Y	◯	A	B	R	A	B	L	O	◯	O	W	L	O	L	W	◯	O	O	E
R	A	N	D	A	S	◯	O	I	R	S	A	I	S	G	L	C	A	S	◯	E	P	D	A	W	T	◯	C
E	◯	W	E	W	C	S	D	A	S	G	I	S	U	S	A	D	◯	R	T	E	E	P	E	A	S	D	N
L	E	E	W	R	E	W	W	R	I	H	A	C	R	K	S	S	I	B	◯	O	T	T	P	H	◯	E	◯
K	V	S	O	W	I	O	N	◯	E	L	M	C	E	I	D	G	C	T	I	A	L	I	M	◯	V	N	Z
C	L	T	W	A	◯	R	B	C	◯	T	◯	A	D	D	A	R	K	A	I	N	R	D	M	G	L	L	N
U	I	◯	A	A	N	◯	O	Y	D	P	R	E	I	T	O	L	A	N	R	A	B	A	L	H	A	E	E
◯	S	N	M	S	O	V	P	F	T	T	Y	A	E	N	A	◯	K	S	◯	H	S	O	I	S	G	G	P
H	N	D	P	A	◯	S	T	A	◯	O	L	E	U	W	E	I	B	E	A	◯	S	I	Y	E	A	L	I
S	H	◯	P	I	N	G	I	C	O	L	O	◯	S	Q	D	D	S	L	◯	W	E	J	O	A	W	P	E
A	O	E	S	◯	N	N	A	L	E	L	O	P	N	D	T	E	H	C	O	A	S	O	T	S	O	◯	◯
W	J	S	O	S	H	S	K	U	L	L	A	N	D	C	R	◯	S	S	B	O	N	E	S	◯	E	F	A
S	G	H	I	O	A	G	H	B	L	◯	◯	T	I	N	Y	A	R	B	A	R	N	Y	L	P	F	I	M
F	N	T	O	E	E	L	Y	N	A	◯	R	O	W	S	N	E	S	T	M	N	E	S	A	N	A	O	M
D	O	K	E	D	A	O	T	M	G	A	A	L	O	I	N	A	P	S	I	◯	C	T	◯	N	S	C	H
D	L	◯	G	E	H	S	T	U	O	Y	O	H	H	O	N	D	A	A	B	◯	C	T	I	O	T	E	L
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MAN-O'-WAR
MAPS
MAST
MATE
MEDITERRANEAN
MUTINY
PARROT
PENZANCE
PIRATES
PISTOL
QUARTERDECK
SAILS
SHIP
SKULL AND CROSSBONES
SLOOP
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WALK THE PLANK
WEST INDIES
WOODEN LEG
YO HO HO

A "Hard" Puzzle ★

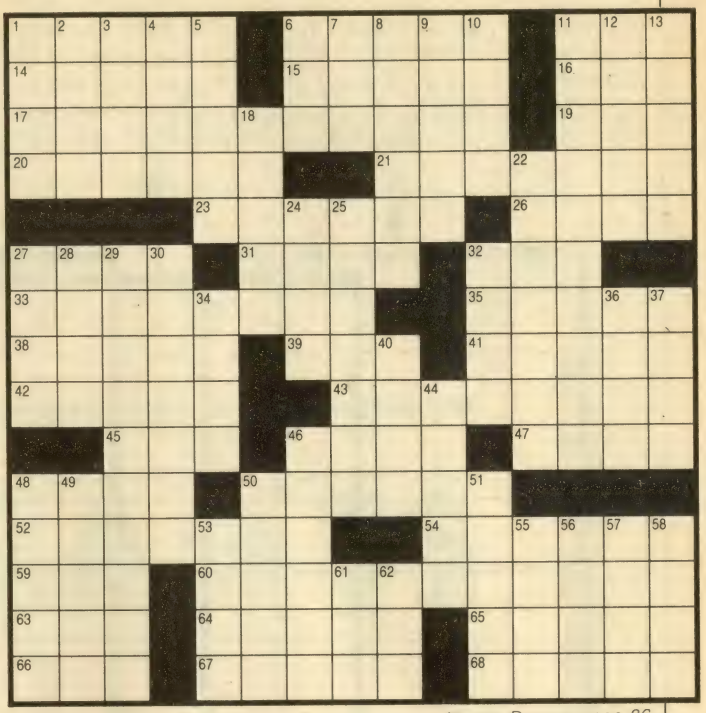
by Bernard Meren

ACROSS

1 Philosophical writer Franz
6 Mediterranean island
11 "Honey" insect
14 To no ___ (useless)
15 Poppy's product
16 Paddle
17 Old Faithful's park
19 Patriotic initials
20 "Soapbox" speaker
21 Snuggles
23 Told a white lie
26 Out of work
27 Mr. Hurok and others
31 Not the head
32 *Diamonds* ___ *Forever*
33 Varmints
35 Tills the soil
38 Where wedding vows are exchanged
39 QE2's ocean: Abbr.
41 Do sums: 2 wds.
42 Prefix with rocket or active
43 Make again
45 Inc., in England
46 Active one
47 Diving duck
48 ___ of knowledge
50 Sat in the sun
52 Bothers continuously
54 Past and present, e.g.
59 Self
60 West coast PGA site: 2 wds.
63 Private eye: Sl.
64 Frighten
65 Cease-fire
66 Inquire
67 George Burns film: 2 wds.
68 Did a shoe-maker's job

DOWN

1 Boxer's winning punch
2 Claim
3 FDR's dog
4 Scot's "skirt"
5 Standoffish
6 May and June, e.g.: Abbr.
7 Appropriate
8 One of the Barrymores
9 Fixed a piano
10 Singer/actor Ed
11 It formed Lake Mead: 2 wds.
12 Painter's stand
13 Use one end of your pencil . . .
18 . . . use the other end
22 Harangues
24 Theda, of the silent screen
25 Nightclubs
27 Wound mark
28 Heraldic border
29 Arkansas's capital: 2 wds.
30 Where the ignition key goes
32 From a distance
34 Walked on
36 Speechless
37 Gush like a geyser
40 Onion's relative
44 Greek island
46 Talkative old gossip
48 Greek letter
49 Throws a tantrum
50 Kind of nut or tree
51 IOUs
53 ___ facto
55 "Fiddling" Roman emperor
56 Writer Bellow
57 ___ homo
58 Lean-to
61 Not "sis"
62 Went first



Answer Drawer, page 86

On the Go ★

by Frederic H. Kock

We think you'll go for this puzzle in a big way. The answer to each of the 20 clues below is a word or name ending with the letters GO. For example, "game with numbered cards" would be BINGO. On your mark, get set . . . *Answer Drawer, page 87*

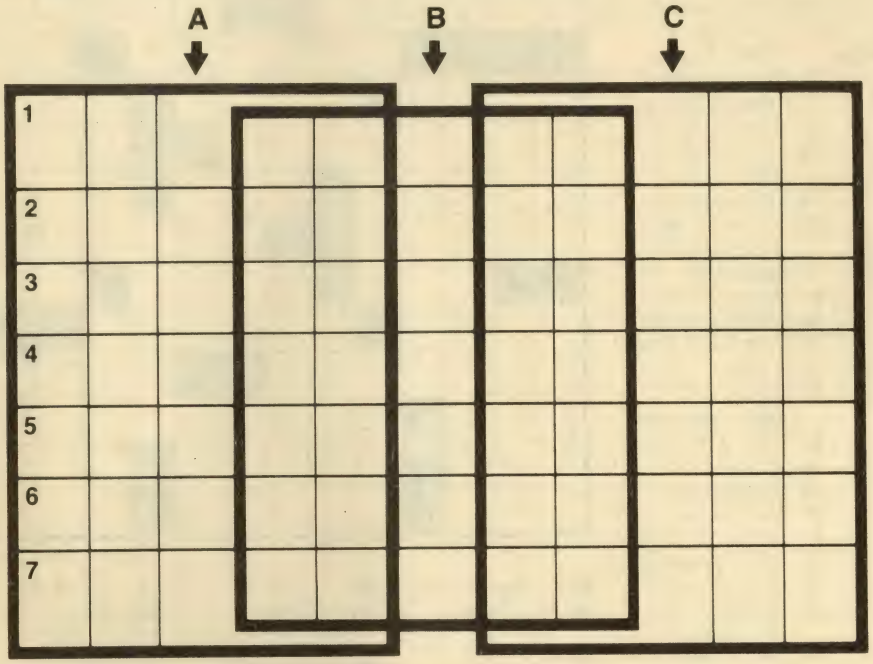
1. Illinois city _____
2. One of the Beatles _____
3. Walt Kelly's cartoon possum _____
4. "It takes two" dance _____
5. Bluish color of the spectrum _____
6. Sign of the zodiac _____
7. Pink tropical bird _____
8. Friend, south of the border _____
9. *Les Misérables* author _____
10. Previous name for Zaire _____
11. Kind of Cuban drum _____
12. Samoan port _____
13. Cluster of islands _____
14. Freudian conscience _____
15. Juicy tropical fruit _____
16. Ship's load _____
17. 1958 Hitchcock thriller _____
18. North Dakota city _____
19. Painful rheumatism of the abdomen _____
20. Trade restriction _____

Link Acrostic ★

by Will Shortz

To solve this puzzle, answer the clues for three five-letter words reading across each line. The last two letters of the words in box A are the first two letters of those in B, and the last two letters of the words in box B are the first two letters of those in C. For example, if the clues in the first line were "Miss Garbo," "Piece of furniture," and "Exit," you would fill in GRE(TA)B(LE)AVE. When the puzzle is finished, three additional related words will read down the columns beneath the arrows.

Answer Drawer, page 87



CLUES A
1 Fruit for a teacher
2 Indian family
3 Military government
4 Picture puzzle
5 Yawning fissure
6 New ___, India
7 ___ rarebit

CLUES B
1 Kin of the monkey
2 "Beauty and the ___"
3 Mutually understood
4 Man at a theater
5 Part of a happy face
6 Door joint
7 Animals in a flock

CLUES C
1 Russian mountains
2 Play a banjo
3 In need of scratching
4 Rub out
5 Building projection
6 "Silly" birds
7 London's ___ Downs

Name Fame Game ★☆

by Stephen Sniderman

Each trio of first names below belongs to three famous people whose last names rhyme. For example, Menachem, Carl, and Ronald (#1) are the first names of BEGIN, SAGAN, and REAGAN. Can you complete the other 11 trios?

Answer Drawer, page 80

1. Menachem BEGIN
 Carl SAGAN
 Ronald REAGAN

2. Amanda _____
 Veronica _____
 Francis _____

3. Arthur _____
 Johnny _____
 Ogden _____

4. Dolly _____
 Dean _____
 Clara _____

5. Bert _____
 Cyrus _____
 Anatole _____

6. Elizabeth _____
 Norman _____
 Elgin _____

7. Shere _____
 Orville _____
 Theodore _____

8. Helen _____
 Joseph _____
 Uri _____

9. Doris _____
 Alice _____
 Elaine _____

10. Count _____
 Spencer _____
 Edgar _____

11. Richard _____
 Roger _____
 Alex _____

12. Isaac _____
 Jerome _____
 Jules _____

Solitaire Hangman ★☆

by R. Wayne Schmittberger

As in the two-player version of Hangman, the object of this solitaire challenge is to guess the identity of a word before being "hanged."

To begin, choose any letter of the alphabet you think might be in word I. Suppose you pick E. Go to the letter chart on the right and find the number listed in row E of column I (because you are working on word I). The number is 19; you now look in box number 19 in the Position Chart at the bottom of the page and find the number 5. This means the letter E occurs in the fifth position (and nowhere else) in word I. If a letter occurs more than once in a word, the Position Chart will show all its locations.

If you find from the Position Chart that a letter appears in position 0, [illegible] then that letter does not appear in the word. As a penalty for

LETTER CHART

	I	II	III	IV	V	VI	VII	VIII	IX	X
A	66	14	49	63	79	46	70	39	67	5
B	52	39	11	28	68	16	5	46	24	14
C	28	74	65	34	52	11	18	26	13	71
D	46	3	37	74	28	63	42	66	39	11
									57	25
									32	68
									53	37
									34	61
									49	41
									58	52
									60	74
									50	3
									12	64
									45	34
									69	20
									26	57
									77	24
									17	48
									14	66
									37	49
									27	80
									52	39
									21	26
									74	32
									71	77
									46	63
									X	X





POSITION CHART

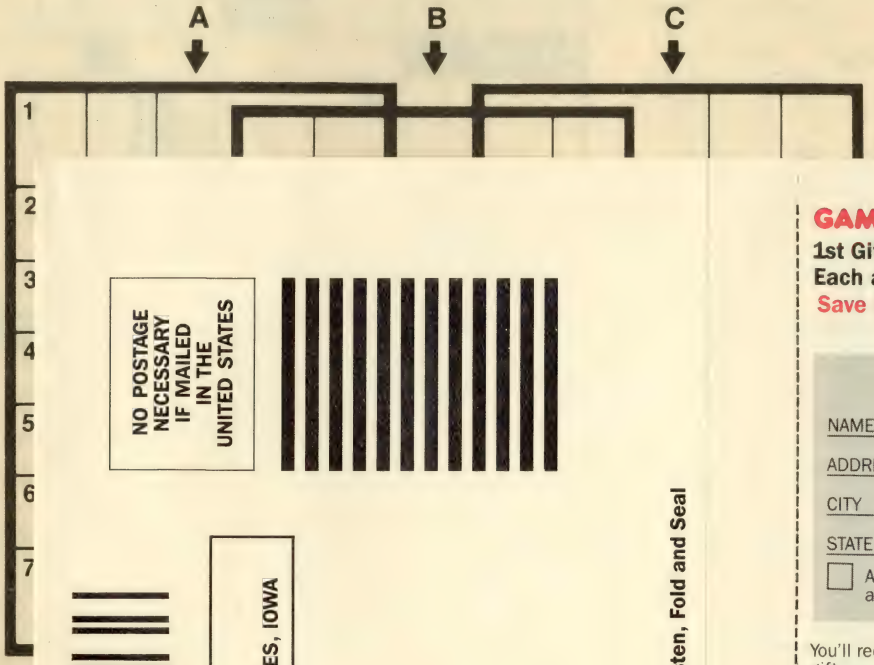
1 6,8	2 3	3 5	4 3,6	5 0	6 7	7 3	8 5,6	9 4	10 2,4	11 0	12 3,4	13 1	14 0	15 8	16 2	17 0	18 1	19 5	20 6,7	21 0	22 2,3,6	23 6	24 0	25 2	26 0	27 5
28 0	29 2	30 3,7	31 5	32 0	33 7	34 0	35 1	36 2	37 0	38 1	39 0	40 2	41 3	42 0	43 7	44 1	45 6	46 0	47 1,5,7	48 4	49 0	50 8	51 5	52 0	53 7	54 4
55 6	56 2,3,7	57 0	58 1	59 3	60 0	61 1	62 2,7	63 0	64 8	65 6	66 0	67 7	68 0	69 2	70 5	71 0	72 4,7	73 4	74 0	75 6	76 5,8	77 0	78 6	79 4	80 0	81 3

Link Acrostic ★

by Will Shortz

To solve this puzzle, answer the clues for three five-letter words reading across each line. The last two letters of the words in box A are the first two letters of those in B, and the last two letters of the words in box B are the first two letters of those in C. For example, if the clues in the first line were "Miss Garbo," "Piece of furniture," and "Exit," you would fill in GRE(TA)B(LE)AVE. When the puzzle is finished, three additional related words will read down the columns beneath the arrows.

Answer Drawer, page 87



CLUES A

1 Fruit for a teacher
2 Indian family
3 Military government
4 Picture puzzle

Nar

Each tric
ple whos

1. Men
 Carl
 Rona

2. Ama
 Verc
 Fran

3. Arthur _____
 Johnny _____
 Ogden _____

4. Dolly _____
 Dean _____
 Clara _____

7. Shere _____
 Orville _____
 Theodore _____

8. Helen _____
 Joseph _____
 Uri _____

11. Richard _____
 Roger _____
 Alex _____

12. Isaac _____
 Jerome _____
 Jules _____

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Solitaire Hangman ★☆

by R. Wayne Schmittberger

As in the two-player version of Hangman, the object of this solitaire challenge is to guess the identity of a word before being "hanged."

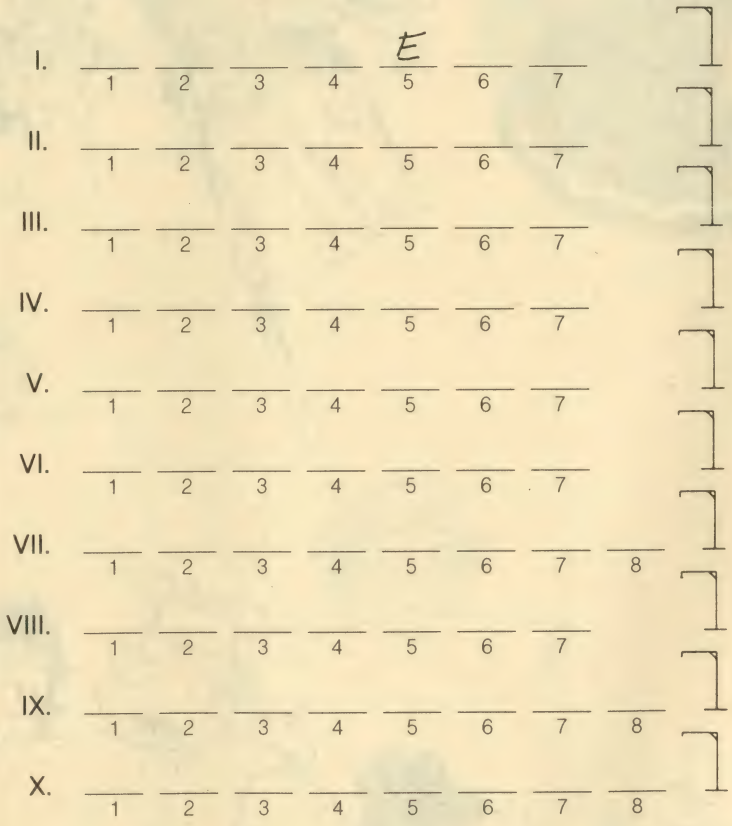
To begin, choose any letter of the alphabet you think might be in word I. Suppose you pick E. Go to the letter chart on the right and find the number listed in row E of column I (because you are working on word I). The number is 19; you now look in box number 19 in the Position Chart at the bottom of the page and find the number 5. This means the letter E occurs in the fifth position (and nowhere else) in word I. If a letter occurs more than once in a word, the Position Chart will show all its locations.



If you find from the Position Chart that a letter appears in position 0, then that letter does not appear in the word. As a penalty for an incorrect guess, you must draw part of a stick figure below the scaffold beside the word blanks. On your first incorrect guess, draw the head; on the second, the body; and on the next four, the arms and legs. If you complete the figure (that is, make six incorrect guesses) before identifying the word, you are "hanged."

If you can identify seven of the 10 words below before being "hanged," you're a real pro.

Answer Drawer, page 80



LETTER CHART

	I	II	III	IV	V	VI	VII	VIII	IX	X
A	66	14	49	63	79	46	70	39	67	5
B	52	39	11	28	68	16	5	46	24	14
C	28	74	65	34	52	11	18	26	13	71
D	46	3	37	74	28	63	42	66	39	11
E	19	30	52	80	71	43	39	14	57	25
F	26	46	39	57	21	77	17	52	32	68
G	60	17	68	11	46	39	57	3	63	37
H	49	63	36	21	2	17	40	75	34	61
I	11	24	51	10	74	54	7	77	49	41
J	24	57	46	37	17	14	74	42	68	52
K	63	37	71	42	32	68	46	34	60	74
L	74	32	14	21	57	41	78	37	50	3
M	44	26	66	47	14	34	49	28	12	64
N	5	42	77	59	36	26	63	74	45	34
O	57	13	34	71	17	35	32	41	69	20
P	14	66	18	52	8	74	37	5	26	57
Q	32	5	60	37	80	31	14	71	77	24
R	78	48	24	66	42	60	53	29	17	48
S	41	28	72	32	63	52	77	21	14	66
T	9	77	17	60	26	71	52	6	37	49
U	34	55	63	23	58	45	68	48	27	80
V	17	69	21	26	60	42	73	32	52	39
W	39	52	42	5	37	66	34	38	21	26
X	71	11	26	77	5	49	21	57	74	32
Y	62	34	81	14	33	57	15	60	71	77
Z	68	21	71	49	66	28	80	24	46	63
	I	II	III	IV	V	VI	VII	VIII	IX	X

POSITION CHART

1 6,8	2 3	3 5	4 3,6	5 0	6 7	7 3	8 5,6	9 4	10 2,4	11 0	12 3,4	13 1	14 0	15 8	16 2	17 0	18 1	19 5	20 6,7	21 0	22 2,3,6	23 6	24 0	25 2	26 0	27 5	
28 0	29 2	30 3,7	31 5	32 0	33 7	34 0	35 1	36 2	37 0	38 1	39 0	40 2	41 3	42 0	43 7	44 1	45 6	46 0	47 1,5,7	48 4	49 0	50 8	51 5	52 0	53 7	54 4	
55 6	56 2,3,7	57 0	58 1	59 3	60 0	61 1	62 2,7	63 0	64 8	65 6	66 0	67 7	68 0	69 2	70 5	71 0	72 4,7	73 4	74 0	75 6	76 5,8	77 0	78 6	79 4	80 0	81 3	

The Comic Strip Strip ★

Oh dear, oh dear. Our favorite comic strip characters have taken their costumes to the dry cleaners, but when they went to pick them up, they found them totally out of order. Can you help the characters (1-14) regain their outfits (A-N) in time for the Sunday paper? And can you name each character and the strip in which he or she appears? *Answer Drawer, page 80*




I.
J.
K.
L.
M.
N.
8.
9.
10.
11.
12.
13.
14.

Dszquphsbnt! ★☆

by Dick Crawford

Below are seven messages, consisting of pithy sayings, fascinating facts, and a cartoon gag, which have been translated into simple code alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher to the next, and the level of difficulty increases as you progress.

Clues are given at the bottom of the page to provide assistance if you need it. *Answer Drawer, page 82*

1. CRYPTOON

MW PQXV HW MW GYJPWV PMW HQJWZ PQ FWP Y MCFMWN WVABYPCQJ. MQG GYK C PQ OJQG MW GYK PYXOCJF YUQAP MYJF FXCVCJF XWKKQJK?



ILLUSTRATION BY ELAINE VOGT

2. COOPERATION

OKZNYJFLWO FDW FQZKU PVW QZOP YDFUBJW ZY PVBKUO, MIP HIOP JZZL NVFP PVWC TFK EZ NVWK PVWC OPBTL PZUWPVWD.

3. MEDICAL NEWS

CVZ OJN UVJN YTWNYC KV IOKIM O BNJQVH'Q IVYR PC MVYRTHF MOHRQ KMOH PC WTQQTHF, OHR PNQTRNQ, TK TQ HVXMNJN HNOJ OQ UZIM GZH.

4. BACKSEAT DRIVING

UD UX TNXI DQ LNVT MTFUXUQJX QJ LNDDTSX NGQCD OYUFY IQC VJQO JQDYUJW NJM QATS OYUFY IQC YNAT JQ NCDYQSUDI.

5. MONEY TALK

X GFNM PF PEC GYKC YK KAQQYJYCSP: SCDCN YSDCKP ZFAN WFSCZ YS XSZPEYSI PEXP CXPK FN SCCMK NCRXYSPYSI.

6. DECEPTIVE APPEARANCES

QH ZWA MRPAMBBZ BWWY BQYX ZWAN SMKKSWNP SIWPWJNMSI, ZWA SNWCMCBZ MNX VWP GXBB XVWAJI PW PNMDXB.

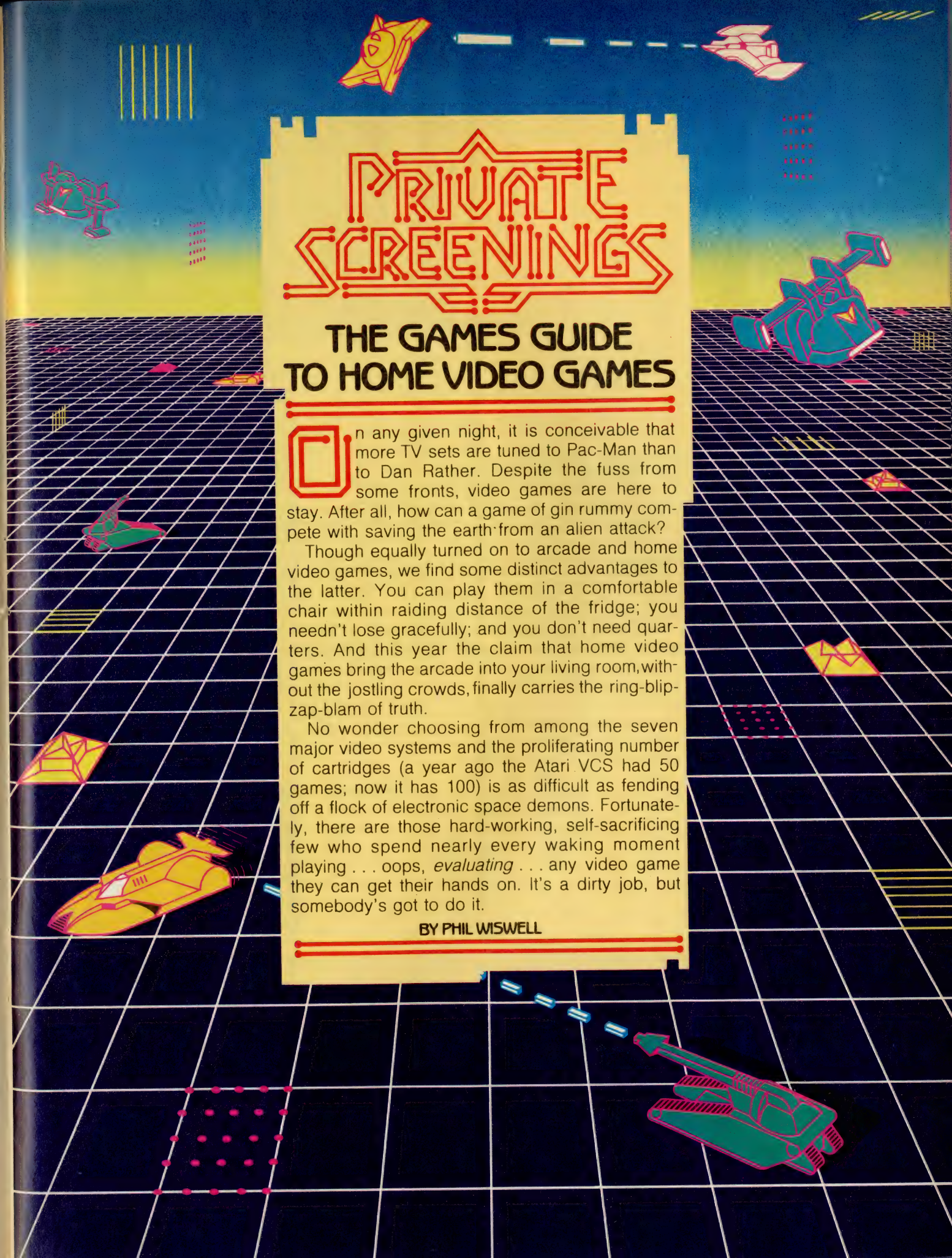
7. ALL WORK?

OUFHYSLOGHY AOSSAM FMJOAY SNBS SNME BLM, BUSY UMJMLSNMAMYY DBUBRM SG COUF TAMUSE GC SODM SG BSSMUF WGHUSAMYY TOWUOWY.

CLUES

Cipher 1: The ciphertext word GYJPWV represents the plaintext WANTED.
Cipher 2: The fourth word is THE.
Cipher 3: Two plaintext words end with the suffix -ING.
Cipher 4: Ciphertext QJ is a preposition. Noting that JQ is also a ciphertext word, what must this pair be?
Cipher 5: The one-letter word is A. What common word is PEXP likely to be?
Cipher 6: Both ZWA and ZWAN represent common pronouns. What are the most likely possibilities?
Cipher 7: The five vowels are represented by (in no order) O, H, G, M, and B.

Pencilwise Continues on Page 53



PRIVATE SCREENINGS

THE GAMES GUIDE TO HOME VIDEO GAMES

On any given night, it is conceivable that more TV sets are tuned to Pac-Man than to Dan Rather. Despite the fuss from some fronts, video games are here to stay. After all, how can a game of gin rummy compete with saving the earth from an alien attack?

Though equally turned on to arcade and home video games, we find some distinct advantages to the latter. You can play them in a comfortable chair within raiding distance of the fridge; you needn't lose gracefully; and you don't need quarters. And this year the claim that home video games bring the arcade into your living room, without the jostling crowds, finally carries the ring-blip-zap-blam of truth.

No wonder choosing from among the seven major video systems and the proliferating number of cartridges (a year ago the Atari VCS had 50 games; now it has 100) is as difficult as fending off a flock of electronic space demons. Fortunately, there are those hard-working, self-sacrificing few who spend nearly every waking moment playing . . . oops, *evaluating* . . . any video game they can get their hands on. It's a dirty job, but somebody's got to do it.

BY PHIL WISWELL

THE GAME SYSTEMS

A video game system, like a stereo, is essentially a means of "translating" encoded information into usable form. But although virtually any phonograph record can be played on any phonograph, game cartridges and cassettes are designed for use with a specific game system and cannot be used with any other (except where an adaptor is available). So before choosing a system, give careful consideration to the number and quality of the games available for it. Once you choose the hardware, you've committed yourself to the software.

The seven game systems described here come in several price ranges and offer a variety of designs, capabilities, controllers, and peripherals, including expansion modules that turn some systems into home computers. Prices in parentheses range from the best discount we've seen to the manufacturer's suggested retail price.

ASTROCADE

($300, by Astrocade)

This is a reintroduction of the Bally Professional Arcade (1977), also known for a time as Astrovision. The console has a cassette (not cartridge) slot, reset and eject buttons, a 24-character keypad, and room to store controllers or cassettes. The machine's three sound synthesizers can generate three-part harmony in a three-octave range, and its three microprocessors produce impressive displays in 256 colors and animation that rivals that of the new ColecoVision and Atari 5200. You can create sound and visual effects with the Music Maker and Creative Crayon cassettes (the latter has a light-pen for drawing directly on the screen), and record them on tape for later replay.

The hand controllers have a trigger that needs a lighter touch and can fire faster than many competitors' action buttons, a smooth, accurate speed knob, and joysticks that function usefully as remote switches to reset or select games. On many cassettes, you can preselect the number of "lives," points, or rounds.

Although Bally produced many Astrocade games before the recent advances in game technology, graphically most of them are as good as VCS or Odyssey² cartridges. And Astrocade's new games, like The Incredible Wizard (see review), are often better in graphics and speed of animation than Intellivision cartridges.

The machine has two built-in games—a two-player gunfight and a boxing game for up to four—plus a unique program that allows you to draw on the screen and a simple calculator program.

Astrocade can be expanded to a home computer in two ways. The Bally Basic cartridge ($50) gives you 4,000 (4K) bytes of memory storage, enough for you to experiment with programming. The Z-GRASS keyboard attachment ($600) adds 32K of RAM, expandable to 64K.



PHOTOGRAPHS BY STAN FELLERMAN

ATARI VIDEO COMPUTER SYSTEM

($130-$200, by Atari)



As one of the first game machines designed to accept interchangeable cartridges, the VCS is limited in its graphic capability and game complexity compared to what today's state-of-the-art systems can produce. (This drawback is offset somewhat by the new Supercharger, described below.) On the positive side, the VCS accepts the most extensive and varied library of game cartridges, with more than 20 companies creating games for it. And Atari's own cartridges have the added appeal of including many variations (usually different skill or speed levels). The biggest competition to the VCS is likely to be ColecoVision and Atari's own 5200, with add-on modules that accept VCS cartridges.

The console has six switches and a cartridge slot on top, with ports for two single or two paired hand controllers in the rear (where they can be difficult to insert). Two pairs of controllers make four-player action games possible. The difficulty switch for each controller (or pair of controllers) effectively doubles the skill or speed levels programmed into the cartridges, a feature unique to the VCS. Setting the switches at different skill levels often allows an adult and a child to compete on equal terms.

Unfortunately, many VCS games require controllers other than the joysticks that come with the system. Paddle controllers, driving controllers, and keyboard controllers cost $22 a pair.

The entire VCS system, game cartridges, and controllers are available from Sears as the Tele-Game System, usually at lower prices than most VCS retailers offer. The VCS and Tele-Game systems are identical in construction and operation, and all equipment and game cartridges are interchangeable.

SUPERCHARGER



($70, by Arcadia*)

This new VCS accessory increases the system's capacity for graphics resolution and playfield complexity, and adds more games to its library. The unit, with the game Phaser Patrol, sells for $70. In the long run it should pay for itself. Arcadia's game cassettes (four are currently available, and two more will be out by the end of the year) sell for $15, Atari cartridges for much more, so you can get five Arcadia games plus the Supercharger for less than five Atari cartridges alone.

VCS games have previously been limited by the machine's relatively few 128 bytes of screen RAM (Random Access Memory). Games loaded through the Supercharger can contain 6,272 bytes. The Supercharger plugs into the VCS cartridge slot; a wire connects the unit to the earphone jack of any cassette tape recorder and the game cassette (not cartridge) is loaded into the VCS computer's memory by being "played" in the tape machine. And we mean *any* cassette recorder—among the ones we tested was a 20-year-old machine with the "fidelity" of a toy record-player. Some cassettes include an action preview of other Arcadia games.

* Name changing to Starpath.

ATARI 5200

($250, by Atari)



Because the 5200 did not arrive in time for extensive play-testing, this review is based in part on prototypes tested at trade shows.

The unit has a sleek, futuristic design, with "universal" hand controllers (as Atari calls them) that are works of art, combining joystick, paddle, pause button, and keypad. The joystick moves through 360 degrees, which allows very smooth and fancy maneuvering. A new switch box automatically switches to the TV when the game is turned off — so once the unit is connected, you never have to fool with it again. Wonderfully, it causes neither visual nor aural static when a game cartridge is removed. Instead, the screen goes black.

Three additions are planned for 1983: a Trak-Ball controller (ideal for games like Centipede), a Voice Synthesizer module with games, and a VCS adaptor to allow VCS-compatible cartridges to be played on this system.

The game cartridges for this system represent a great advance over those for the VCS. Super Breakout, which comes with the system, is a colorful, fast-moving game with five variations. The graphics and animation of the other games we've seen for the 5200 are at least equal to the best available for any system.

COLECOVISION

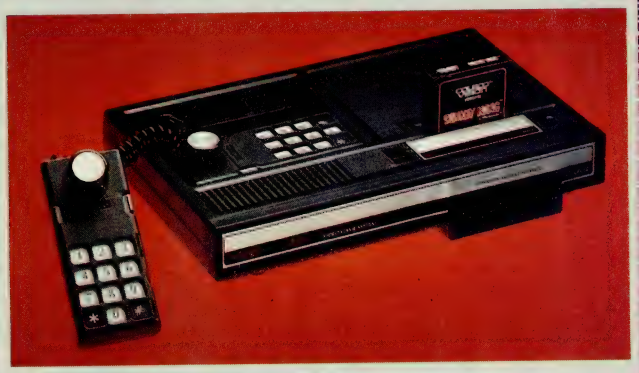
($200, by Coleco)

This is the most powerful system in its price range. It has, along with the Atari 5200, the best graphics display we've seen on a home system, rivaling that of many low-priced home computers. If we could combine ColecoVision's microprocessor, the Atari 5200's joystick, and Intellivision's controllers, we'd have a dream of a game system.

The hand controllers, which have retractable coil-cords and can be stored in the top of the machine, each consist of a 12-button keypad, fire buttons on both sides, and a joystick. The joystick knob seems awkward and less comfortable than those of the other systems, a preliminary reservation based on limited play-testing.

A built-in expansion port allows modules to be added. Module #1 ($60) makes the unit compatible with VCS game cartridges. This does not upgrade the games, of course, but if you trade in a VCS for this newer system (plus module), you won't have to throw out your VCS cartridges. Module #2 (available soon) is a driving controller that comes with the Turbo game cartridge for $60 (see review). Module #3, expected in 1983, will convert the system into a home computer.

ColecoVision comes with a Donkey Kong cartridge, one of the hottest arcade games of the year (see review).



	Astrocade	Atari VCS	Atari 5200	ColecoVision	Mattel Intellivision	Odyssey 2	Vectrex
Year Introduced	1977	1977	1982	1982	1979	1978	1982
Price	$300 w/3 games	$130-$200 w/Combat	$250 w/Super Breakout	$200 w/Donkey Kong	$200-$300 w/Poker & Blackjack	$130-$200 w/Speedway	$200 w/Mine Storm
No. of Game Cartridges	30	100	10*	10**	50	45	13
Cartridge Price Range	$25-$35	$20-$40	$32-$40	$30	$30-$60	$15-$50	$30
Max. No. of Players	4	4	4	2	2	2	2
Cost Per Pair of Controllers	$55	$22	----	----	----	----	$35 singly
Joystick Directions	8	8	360	8	16	8	360
Pause Button	yes	no	yes	no	yes	no	no
Existing Peripherals (E) and Forthcoming Peripherals (F)	(E) Light Pen for computer graphics ($60)	(E) Supercharger ($70)	(F) Trak-Ball, Voice Synthesizer, VCS Adaptor	(E) VCS Adaptor ($60) (F) Driving Controllers	(E) Intellivoice Speech Module ($70)	(E) The Voice Speech Module ($100)	----
Converts to Computer?	yes; $50 for 2K, $600 for 100K	no	no	scheduled for 1983	being developed	no	no
Strong Points	doodling, 2 games, and calculator built-in; console storage for games	largest game library; built-in difficulty switches	very good controllers; very good graphics; unique TV switch box	excellent graphics; built-in expansion port	good keypad design; very good graphics	built-in keyboard; good hand controllers	built-in screen; excellent joysticks and graphics
Weak Points	price	limited memory	too new to determine	too new to determine	many two-player only sports games	limited memory	small screen

*With an adaptor promised for 1983, this system will also play all VCS-compatible cartridges.

**With its VCS adaptor, this system will also play all VCS-compatible cartridges.

(Game Systems continued on page 41)



SANYO

The movement seems effortless, yet underneath the lean body is the harmony of a great machine. And the heart of a great Olympic athlete. The Sanyo VCR 4000 Video Recorder. Precise. Enduring. And the first Sanyo VCR to offer Beta-scan visual picture search and freeze-frame for under $500.* Which equals not only world class performance, but world class value. Sanyo. Official video products of the 1984 Los Angeles Olympics.

SANYO
Official Video Products of the Los Angeles 1984 Olympics

WORLD CLASS PERFORMERS

The Sanyo VCR 4000 features 3-day programmable recording, remote pause control, freeze-frame, Beta-scan visual picture search and 12-channel preset touch tuning.

*Manufacturer's suggested retail price, $499.95. Actual price may vary.

© 1982 Sanyo Electric, Inc.

INTELLIVISION MASTER COMPONENT

($200-$300, by Mattel Electronics)

This system delivers much better graphics than the VCS and Odyssey², but its speed of animation is not great, and some games feel sluggish. Intellivision games are generally high in quality, and tend to be more complex and involving than those for older systems (except Astrocade), but they often require players to digest lengthy rules before playing. Unfortunately, the games that come with the system—Poker and Blackjack—are slow, nonaction games.

The Master Component is a sleek console into which the hand controllers fit on retractable coil-cords. Each controller has an excellent 12-button keypad (a plastic overlay comes with each game to show what the keys represent), two action buttons in each side, and a 16-direction disc control instead of a joystick. Regrettably, the 16 directions are not indicated.

The unit's sound generator produces nice three-part harmonies, but the Astrocade synthesizers are better. The Intellivoice Speech Synthesis Module ($70) and four games to go with it were recently introduced. The module, which has a volume control, fits into the cartridge slot and games programmed with voice are played through it. Male and female voices introduce the games, cheer on winners, razz losers, and warn of danger when appropriate.

A long-promised Keyboard Component to convert the unit into a home computer with 16K of RAM was briefly available in some markets for $600, but Mattel has now gone back to the drawing board in hopes of developing a more competitively priced add-on.

In some cable TV markets, Intellivision owners can, for $10-$12 a month, subscribe to Play Cable and order about a dozen Mattel games by phone 24 hours a day, with a new selection every month.

The system is sold by Sears as the Sears Super Video Arcade.



ODYSSEY²

($130-$200, by North American Philips Consumer Electronic Corporation)



Since its introduction in 1978, the only change in this system is that the hand controllers of current models can't be removed. This has eliminated the most common consumer problem: bent pins that make the controllers difficult or impossible to plug in.

The console consists of a 49-character keyboard and an On/Off switch. The keyboard is flat and completely sealed, protecting the microprocessor and permitting plastic overlays to be used with the new Master Strategy Series. In games like Quest for the Rings and Conquest of the World (not reviewed), you enter data by touching the appropriate symbols on a map overlay. In The Great Wall Street Fortune Hunt (see review), the keyboard is used to enter stock and bond transactions.

There are no extra costs for hand controllers with Odyssey² because all games use only the two that come attached to the console. So three- or four-player games are out of the question. The joysticks are easier to use and more comfortable than those that come with other systems; they can move objects on the screen in eight directions, and their "click stops," like those on a camera lens, make it easy to tell where they're pointing without taking your eyes off the screen. The joystick boxes, unfortunately, are too big for a child's hand, and the fire button requires a heavy touch.

Odyssey² comes with a three-game cartridge that will help you get used to the hand controllers and the keyboard. Speedway and Spin Out are simple racecar games for one or two players; Crypto Logic is a two-player scrambled-word game.

An accessory Voice Module ($100) that reproduces human speech fits over the cartridge slot. Regular software plays normally when plugged into it, but only games programmed with speech capability will "speak." The unit has 200 words stored in memory, plus phonemes (phonetic sounds of human speech) that can be strung together to form more words. Neither the module nor the cartridges to be used with it were available for play-testing.

VECTREX ARCADE SYSTEM

($200, by GCE Corporation)

This lightweight, attractive unit closely replicates the three-dimensional vector graphics of games like Asteroids, Battlezone, and Tempest, and the built-in sound synthesizer accurately reproduces arcade sounds (but not to worry—there's a volume control). And with a nine-inch (diagonal) monitor as part of the system, it doesn't usurp the family TV set.

The single control console (another can be added when two-player games become available) is extremely well designed, with a 360° self-centering joystick (that slightly favors left-handed players) and four action buttons. Each cartridge comes with an overlay that goes over the screen to provide color and information about how to use the controller. The overlays work astonishingly well; it's almost impossible to tell they're being used.

The real beauty of Vectrex is its visual effects, which cannot be obtained with any other system. Although vector graphics can't portray the "cute" characters found in games like Donkey Kong, that's a small price to pay for such exciting game play.





THE GAMES

From the more than 250 games available for the seven major home systems, we've chosen our favorites on the basis of sustained interest, challenge, graphics quality, and that elusive virtue—enjoyability. The number reviewed for each system is roughly proportional to the total number available for each.

Games are arranged alphabetically, color-coded by systems on which they can be played.

- Astrocade
- Mattel Intellivision
- Atari VCS
- Odyssey 2
- Atari 5200
- ColecoVision
- Vectrex

For each cartridge, we note approximate price; number of players ("sim." means they play simultaneously; otherwise players take turns); and number of levels (distinct levels of difficulty rather than the variations listed by the manufacturer, which are often minor). Significant game variations are noted in the review. Stars indicate the difficulty of learning (not playing) a game: easy (★), medium (★★), or hard (★★★).

ASTROSMASH

Mattel for Intellivision
($30, 2 levels, 1 player, ★)

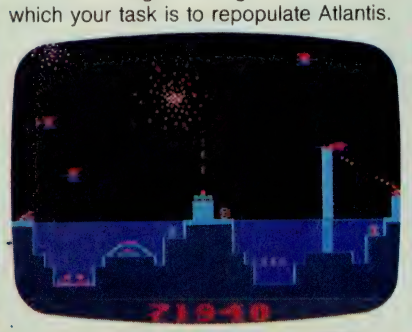
As Chicken Little warned, "The sky is falling!" Here the sky is raining meteors, spinning bombs, guided missiles, and (after 20,000 points) an occasional UFO that shoots back at your ground cannon. Watch out for shrapnel from a hit meteor, which can blow up your cannon. The tension is maintained by a novel scoring mechanism in which you earn points for every piece of junk you blow up, but *lose* points for every piece that makes it to the ground. As the speed and number of objects increase, you really have your hands full trying to down more objects than you miss. It takes at least an hour to reach excellent scores of 100,000 or more (Mattel reports a high of 32 million!), but a pause button allows you to take a coffee break.



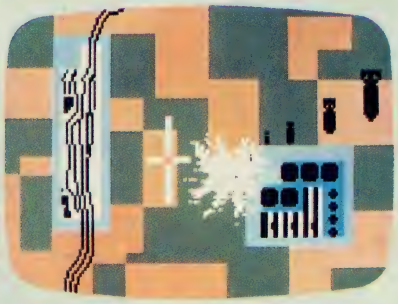
ATLANTIS

Imagic for VCS ($30, 4 levels, 1-2 players, ★, shown) and for Intellivision ($35)

In defense of Atlantis's six installations, your job is to shoot at and destroy planes as they fly across the screen. Survivors return at a lower altitude. At the lowest altitude, their laser weapons knock out the first installation they come in contact with unless you blow them up. Your three guns can neither be moved nor protected. Variation #3 is an enjoyable cooperative game in which two players each man a side gun (the center gun is inoperative). At the end of all variations, a saucer leaves Atlantis with its sole survivor—you—and reappears in another Imagic cartridge, Cosmic Ark, in which your task is to repopulate Atlantis.

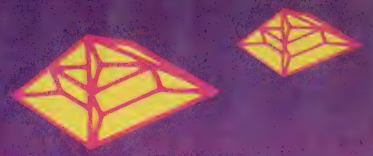


B-17 BOMBER



Mattel for Intellivision with Intellivoice
($40, 6 levels, 1 player, ★★★)

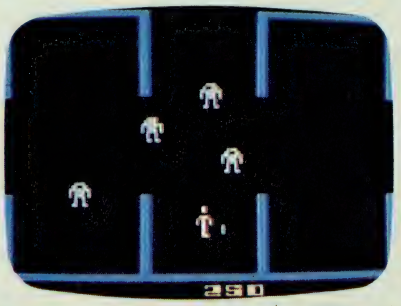
The scene is Europe, the year 1943, and you're on a bombing mission in a B-17, the Flying Fortress. Although there are nine different screens to monitor, you have the help of four gunners, a co-pilot, and a bombardier, whose voices keep you informed of approaching danger. Not only must you complete the mission and make it back to England, you also have to avoid anti-aircraft flak and outshoot enemy fighter planes. You can keep the game going for more than an hour if you make it back safely after each run to have your plane automatically refueled and repaired.



BERZERK

Atari for VCS ($30, 4 levels, 1 player, ★)

This is by far the most faithful translation of a popular arcade game for the VCS. One player at a time must escape from a series of increasingly difficult mazes while battling robot meanies and outrunning Evil Otto. You can travel and shoot in eight directions—which is a big help, because the robots can move and shoot in only four. Beware of the 12th maze (orange robots), when you can't outrun enemy fire anymore. The trickiest part of Berzerk is to avoid the lethal touch of the robots while shooting at them and simultaneously trying not to get shot or to touch the walls of the maze, which would spell instant zap. And the sound effects of a hero being zapped really let you know he's had it.

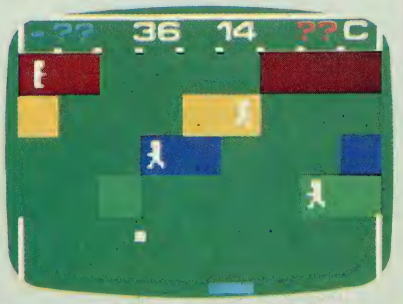


BLOCKOUT/BREAKDOWN

N.A.P.C.E.C. for Odyssey²
($23, 1 level, 1- 2 players sim., ★★)

These games are versions of the "knock-out-the-blocks" genre taken a step further. In two-player Blockout, the offensive player must cut a path through four rows of blocks across the top of the screen before the defensive player, who controls four little men, can replace the blocks. To get new blocks, the little men must touch a side wall, so the offense should try to isolate them in the middle. The defense, after replacing a single missing block, should run immediately to the other side of the screen to avoid getting stranded.

Breakdown is a similar one- or two-player game in which a single shot goes all the way through four rows, then cuts its way back toward the paddle, knocking out more blocks. It's a tougher repair job for the defense, since each ball can knock out up to eight blocks.



CENTIPEDE

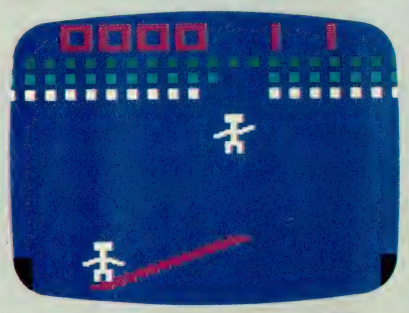
Atari for the 5200
($40, 1-2 players, ★, not shown)

OK, bug blasters, put away your quarters—this Centipede is just as challenging as the arcade version. Although there are fewer mushroom targets, you hardly notice. You're too busy battling feisty fleas and wretched spiders. Players tend to use two basic strategies, and we find combining them works best: clearing a vertical space center screen in an attempt to stop the Centipede from descending, and clearing mushrooms from the bottom of the screen. The only thing in the arcade version missing from this one is the Trak-Ball controller, which allows you to move in 360 degrees by merely passing your hand over the knob. Atari promises a Trak-Ball for home use sometime next year.

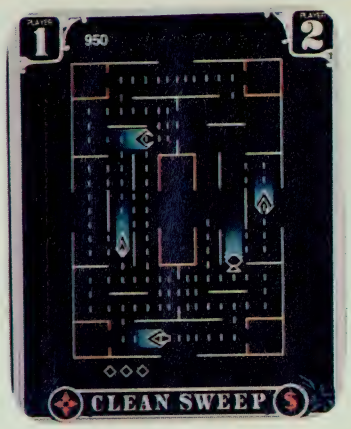
CIRCUS ATARI

Atari for VCS
($25, 8 levels, 1-2 players, ★)

This game, based on and named after the Atari coin-op hit, is both cute and difficult to master. You control two little clowns bouncing on a seesaw and attempt to pop rows of moving balloons with their pointed heads. Each time you fail to catch a clown on the seesaw, you lose a life; after five losses, the game ends. Score 10,000, and you can probably "max out." A clown is harder to catch when he's near one side of the screen, but by pressing the "fire" button you can switch the clown still on the seesaw to the other side of it, making room to catch the clown that's in the air. It may take several switches in a row to get them back near the center and out of trouble.



CLEAN SWEEP



GCE for Vectrex
($30, 1 level, 1-2 players, ★)

In this challenging maze game, you're a vacuum cleaner moving through bank corridors strewn with money. As you vacuum up the loot, you grow fatter, and soon you must deposit what you have in the vault (center) before you can go on. Occasionally robbers enter from the four sides (through which you may also move) and try to thwart your efforts. To counter this, you can enter any of four supercharging rooms (corners) and become able to vacuum up the robbers as well as the money. A second variation is played in a dark maze, in which you can see only the loot.

A CONVERSATION WITH MR. AND MS. PAC-MAN

When Mr. and Ms. Pac-Man decided to grant GAMES an interview, we drove to their house in Beverly Hills. Pac-Man, a glowing yellow tan behind his sunglasses, greeted us at the front chute. He led us through a labyrinth of corridors decorated in Danish modern, quickly passing the center pen with an apprehensive glance. Seated in the kitchen was Ms. Pac-Man, her unknotted hair cascading down her shoulders. Throughout the interview she offered us fresh fruit.

GAMES: You eat amazing quantities of food without gaining weight. What's your secret?

Ms. Pac-Man: I don't have a special diet. I just burn off calories by jogging constantly.

GAMES: I notice you don't have a swimming pool or own sumptuous furniture. Is it fair to say you haven't "gone Hollywood"?

Pac-Man: Success hasn't spoiled us. We don't hang out with the high-livers like Donkey Kong or Crazy Climber. We're stay-at-home types. Who knows, maybe our lives have fallen into a pattern.

GAMES: Certainly Clyde and company provide excitement.

Pac-Man: I'm not paranoid, but those guys haunt us day and night. It's like living in a John Carpenter movie.

Ms. Pac-Man: That Inky gives me the willies. But I think Bashful is kind of cute. He's like the son we never had.

GAMES: You must sometimes feel as put upon as Job. What are your religious and philosophical beliefs?

Pac-Man: We're born-again converts. I think you could also say we believe in reincarnation.

GAMES: Some people say your ingesting of so-called "energizers" sets a bad example for kids. How do you reply?

Pac-Man: [Furious] Those power pills are absolutely nonaddicting. They're a combination of caffeine and dextrose, and you can buy them in health food stores. I prefer beer anyway.

GAMES: What accounts for your tremendous charisma?

Pac-Man: I think people identify with us. We're Everyman ("and Everywoman," breaks in Ms. Pac-Man), driven by our desires, pursued by our personal furies.

GAMES: Heavy. On a less serious note, what do you think of your arch-rival, K. C. Munchkin?

Pac-Man: He's the sincerest form of flattery. But seriously, K. C. and I are good friends. In fact, we often dine out together—man, can *he* pack it away.

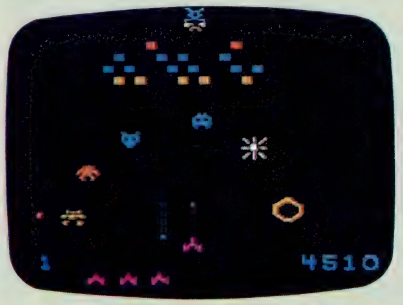
Ms. Pac-Man: Speaking of food, I'm starving. Sorry to end the interview, but we've gotta run. . . .

—C.S.

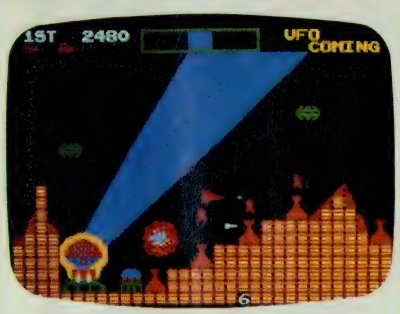
COMMUNIST MUTANTS FROM SPACE

Arcadia for VCS with Supercharger
($15, 9 levels, 1-4 players, ★)

This may be the best of the solitaire shoot-'em-out-of-the-sky games for the VCS in terms of graphics, speed, and challenge. The mutants begin as a phalanx of 28 eggs at the top of the screen, along with a mother creature that hatches them and tries to produce more. Hatched creatures cleverly fall downscreen at different speeds, bounce up and down, dart to the sides, fire lasers, and dive at your cannon. You defend by using shields, penetrating or guided fire, and time warp. Big mom is worth 500 points, so nail her early, but leave the eggs alone—they're worth six times as much once they're hatched. For 50,000 points, you might get invited to the White House. Variation #9 has the fastest, most aggressive bunch of enemies we've seen.



COSMIC AVENGER



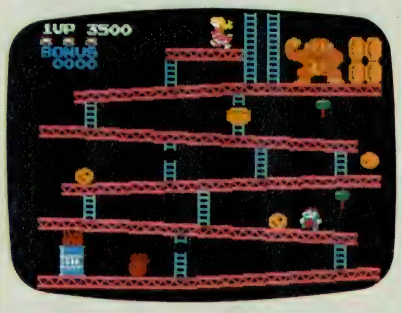
Coleco by ColecoVision
($35, 4 levels, 1-2 players, ★)

This game has the most beautiful graphics we've seen in home video. It also retains the speed, feel, and challenge of the arcade game. You use the joystick for steering and acceleration, and fire buttons to release bombs and lasers at 15 kinds of targets. The first scenes in this scrolling-screen game take you over mountainous terrain full of barrage guns, rocket launchers, and UFOs. Next you move to the flatlands, where you're pitted against tanks that shoot rockets and lay mines. In the most difficult setting, you navigate narrow channels while fending off submarines, torpedoes, rockets, and mines. Finally, the three scenes are repeated in a nighttime setting, a nice touch.

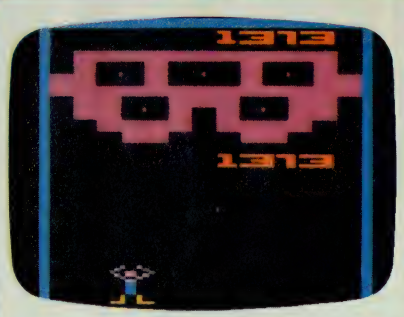
DONKEY KONG

Coleco for ColecoVision (comes with system, 4 levels, 1-2 players, ★, shown) for VCS ($35) and for Intellivision ($35)

With minor exceptions, this game apes Nintendo's coin-op version extremely well. The object is for Mario the Carpenter (that's you) to save his girlfriend from a hairy beast as quickly as possible. In the first scene, Mario tries to reach her by climbing ladders and jumping barrels and fireballs hurled by the ape. In the second, he must remove rivets from a steel structure while avoiding three squirrelly ghosts. Finally, in the "elevator" scene (not used in the VCS version), he has to jump on and off moving objects. If he completes the third scene, the second scene begins anew—but gets harder.



FIREBALL



Arcadia for VCS with Supercharger
($15, 1 level, 1-4 players, ★)

Although some variations may remind you of Atari's Super Breakout, the wall-smashing concept is given an unusual twist in this game. One player at a time maneuvers a little man back and forth at the bottom of the screen. The variations are different arrangements of blocks, and your man has to knock out the blocks while juggling from two to six balls. At the beginning of each of your five turns, two balls are released automatically. During play, you can add one to four more, which you can catch and aim. Juggling two balls is child's play. But with more in action, each block is worth more points, so the way to astronomical scores—and the real point of the game—is to juggle six balls at once. When things get too frantic, you can deflect, rather than catch, the balls.

DEMON ATTACK



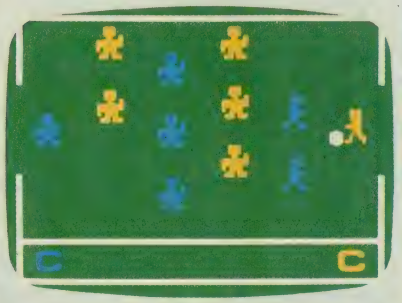
Imagic for VCS ($30, 4 levels, 1-2 players, ★, shown) and for Intellivision ($35)

Reminiscent of Centuri's coin-op Phoenix, Demon Attack consists of waves of increasingly nasty birdlike creatures to shoot down. The demons, instead of marching mechanically downscreen, flap their wings, waver back and forth evasively, and swoop at your ground cannon with nicely animated movements and sound effects. Beginning at the fifth wave, a hit bird splits into two smaller birds, and when one of these is hit, its mate immediately goes for the cannon. Variations #9 and #10 are interesting cooperative games in which two players alternate control of the cannon every four seconds. On Intellivision, Demon Attack adds a second phase, in which your cannon takes off into space after the demons' mother ship. A version for Odyssey² was not available for play-testing.

ELECTRONIC TABLE SOCCER

N.A.P.C.E.C. for Odyssey²
($20, 1 level, 1-2 players sim., ★★)

This game is a slightly simplified version of table soccer (popularly known as "foosball"). Here you control the goalie and the three defensemen as well as two forwards. The defensemen all move up and down in unison, as do the forwards. The action button will send a pass wherever the joystick is pointing. Once you have the ball in range of the goal, pass it back and forth between your forwards and keep them moving, waiting to shoot when the opposing goalie is out of position. The first player to score 10 goals wins (10-3 is a good win). The game is fun even if you don't play it—you can watch the computer play against itself.



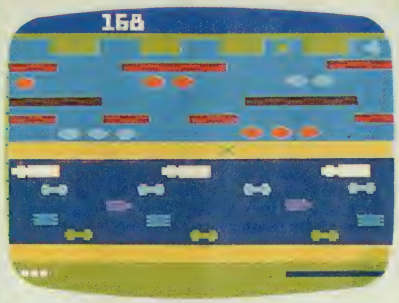
FROG BOG



Mattel for Intellivision
($23, 3 levels, 1-2 players sim., ★★)

Eating insects for fun and profit may seem juvenile, but the challenge is not. On the easiest skill level, even small children can control the timing of the frog's jumps. On the medium skill level, you also control the frog's direction, the angle of his arc, and the distance he leaps. The insects, which fly overhead randomly, are of four different types and are worth 5 to 35 points, so it pays to know your entomology. On the third and hardest level, you control not only the frog's movements but also when he sticks out his tongue to catch insects. If you can eat 500 points worth, you must be a prince in disguise.

FROGGER



Parker Brothers for VCS
($35, 3 levels, 1-2 players, ★)

Ten years ago, most gamers would have laughed at the idea of moving a cute little frog across five crowded lanes of traffic and across a river, using moving turtles and logs as stepping stones, and then maneuvering him into one of five little bays at the top of the screen. But Frogger is one of the hottest arcade games, and the graphics and sound effects of this cartridge compare favorably with those of the coin-op version. What's different is that this Frogger can travel off the edge of the screen, making it easier to get him into the top left bay. As with real frogs, the difference between the quick and the dead is the ability to distinguish logs from crocodiles and diving turtles from surface swimmers. Jumping on a lady frog and getting her into the bay earns bonus points.

GALACTIC INVASION

Astrocade for Astrocade
($30, 10 levels, 1-2 players, ★)

This game is essentially the coin-op Galaxian by Bally, in which your ground cannon must shoot down phalanxes of invaders that do not merely plod downscreen but peel off in twos and threes to attack the cannon with laser bombs and kamikaze dives. The graphics are nearly identical to those of the arcade game, as are the sound effects and the game play. But in this cartridge, you can choose from 10 difficulty levels, and you get up to nine reserve cannons (lives). Feel free to experiment with new and dangerous techniques—except at the highest skill level, where you'll probably lose all nine lives in a minute or two.



SHOULD YOU BUY A HOME COMPUTER INSTEAD?

Once upon a time it was easy to tell a game system from a home computer. There were only a few of each on the market, and their differences in cost and capability were clear. But today many home computers cost no more than game systems, sometimes even less, and they also play games. And some game systems are expandable into home computers. So people are asking: Which should I buy?

Scot Morris, games columnist for *Omni* Magazine, takes a practical approach: "If I wanted some computer application, I'd find a computer in my price range that performed it to the degree I needed—most machines play some games anyway. If I just wanted to play games, it wouldn't make sense to buy hardware designed for word processing or accounting. I'd buy a system designed only to play games, based on the selection of software."

Software is the decisive factor for Bernie De Koven, a GAMES contributing editor and computer game designer. "The computer is the ultimate toy. But if it's video games you want, buy a game machine. The Atari VCS has become the Volkswagen of the computer games industry. It gives you access to the widest software library of any game system, and that library is expanding by leaps and bounds. Even with its limited memory, the VCS works very well, and it's durable. True, some of the impressive new machines have adaptors that play VCS cartridges; but those machines are as yet unproven."

Nolan Bushnell, the founder of Atari, says that for the same money, he'd recommend a "low-priced expandable computer" because "you're only hitting half the bases when you get a home game system."

David Ahl, publisher and editor-in-chief of *Creative Computing*, takes a long-term perspective: "I can't imagine a home in the future without a video game system *and* a personal computer. For $350, you could buy a Sinclair computer and a VCS, and have enough money left over to get several cartridges for each and subscriptions to some user magazines. That will get you into both fields."

One of Ahl's associate editors, John Anderson, would choose the Atari 400 home computer, priced at around $250: "First, I could do everything a home computer is designed to do. Second, the games available for it are more interesting and exciting than those for any video game unit. When I'm ready to put down the joystick, I'd have the built-in bonus of a home computer."

Sounds like a pretty good choice for the money, even though the Atari 400's 16K of memory is limited. Turning it off erases whatever is in its memory, but you can save your programs or data files with an inexpensive cassette tape recorder. For more memory and more advanced applications you'll need an interface unit, and maybe a printer too—but now you're into serious computing, at a cost well over $1,000, a bit more than most game systems plus *all* their cartridges.

What about starting with a game system and expanding it to a computer later on? The Bally Basic cartridge (for the Astrocade) will let you experiment quite a bit for a modest $50, and there are two "user" newsletters devoted to creating programs on this system. If you already own an Astrocade, the Z-GRASS 100 keyboard module ($600) is very impressive, with two built-in computer languages and 32K of RAM; but if you're starting from scratch, the combined cost of Astrocade plus module is about $900, and for that kind of money you could buy the Atari 800 home computer with 48K of RAM, the Atari 410 cassette recorder to store your own programs, and a modem that gives you access to data banks and other computers. Popular games like Pac-Man, Space Invaders, and Missile Command are available from Atari for their computers, and many other companies also program games for them. But there is, of course, a wide choice of programs for this machine that are *not* games, and that's a bonus you'll be hard-pressed to find with any "hybrid" game/computer system.

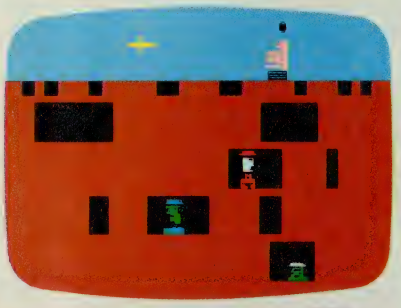
The bottom line? If video games are your thing, buy the game machine that offers the greatest number of games you like. If you want to try computing without spending a lot of money, get an inexpensive home computer that offers a large selection of games. But if you're genuinely interested in a specific computer application, yet can't resist what you see on these pages, get a game machine *and* a computer!

—P.M.W./J.A.

GANGSTER ALLEY

Spectravision for VCS
($30, 2 levels, 1-2 players, ★)

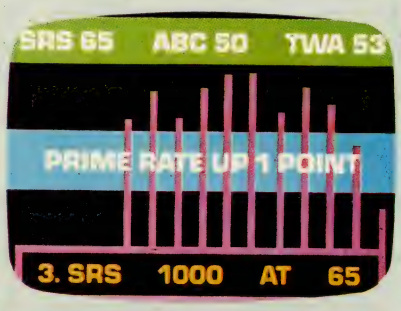
Wanted dead: Shifty, Scar Face, Lefty, and Nitro Ed. Wanted alive: woman and child held hostage by above persons. You're the S.W.A.T. team, and as you enter the alley you see windows on the side of a building. While Nitro Ed guards the roof, the other gang members and their hostages randomly show their faces in the windows for an instant. Your job is to watch for a crook to show himself and then blast him (be careful not to hit the hostages!). But if you don't shoot Nitro Ed before he drops a bomb, the game's over. As the battle wears on (in more and more difficult "waves"), night falls. You then have to fire your gun in order to see, but that wastes precious bullets. Collecting $40,000 to $99,990 in rewards makes you Chief.



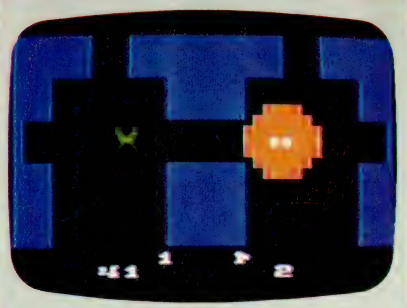
THE GREAT WALL STREET FORTUNE HUNT

N.A.P.C.E.C. for Odyssey²
($50, 1 level, 1-2 players sim., ★★★)

This, the third in a unique series of games (the others are Quest for the Rings and Conquest of the World) that combine video-screen action with board-game strategy, is a game of making—or losing—money. If you pay attention to the stock prices traveling across your ticker tape, and if you watch news events and can anticipate market fluctuations correctly, you'll be lighting your cigars with $100 bills. (You're a true tycoon if you amass $500,000.) But if you ignore the varying sensitivity factors for each company and insist on buying, for instance, Exxon during a crisis in the Middle East . . . well, don't say we didn't warn you.



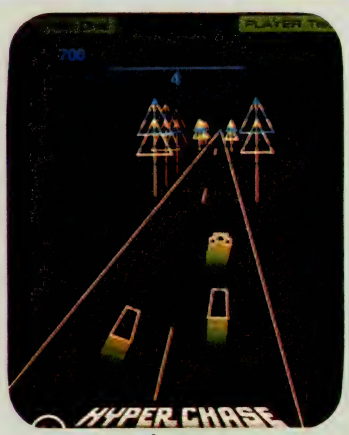
HAUNTED HOUSE



Atari for VCS
($25, 9 levels, 1 player, ★★)

You're in this very weird house, with 24 rooms on its four floors, and you have nine lives to find three pieces of a magic urn and get them to the main entrance on the first floor. In all variations except the first (beginner's level), the mansion is dark and you need "matches" to illuminate small areas of the rooms and hallways you explore. Each floor has two to six stairways, and you should memorize which ones lead up and which lead down—unless you enjoy being trapped by deadly creatures. In some variations you have to find keys to unlock doors. You are scored according to how long it takes you to retrieve the urn, how many matches you've used, and how many lives you've lost. Using fewer than 20 matches in the advanced variation is good.

HYPERCHASE



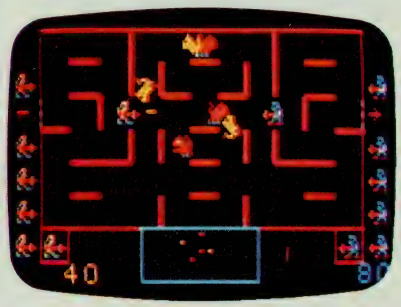
GCE for Vectrex
($30, 1 level, 1-2 players, ★★)

The visual effects when you're in fourth gear with the accelerator pressed to the floor are enough to make your hands shake at the console. In one of the two games on this cartridge you are timed by a stopwatch; in the other you accumulate points. Either way, you're in for a wild joyride. Once in fourth gear, you'll race through city streets, dark tunnels, and straightaways into the desert, where trees, shrubs, mesas, fences, rocks, and telephone poles whiz by while you're avoiding the side of the road or the cars you pass. Sound effects are not only good but also useful—you can time your shifts through all four gears by listening to the sound of the engine.

THE INCREDIBLE WIZARD

Astrocade for Astrocade
($35, 3 levels, 1-2 players sim., ★)

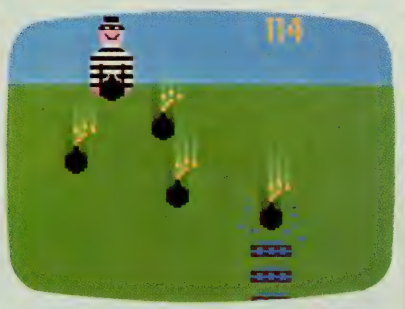
This translation of the multilevel dungeons of Bally's coin-op Wizard of Wor works very well. Each "worrier" (player) wanders around the maze destroying "worlings," minotaurs, and a fast-flying "worluk." If you get too good on any level, the wizard himself turns up unexpectedly and shoots in wild, machine-gun bursts. If you successfully complete 11 mazes, you'll reach The Pit, where the wizard is at his meanest. You're even meaner if you can reach 17,000 points. There's a two-player cooperative version in which the players can walk through the mazes back-to-back, guarding all approaches.

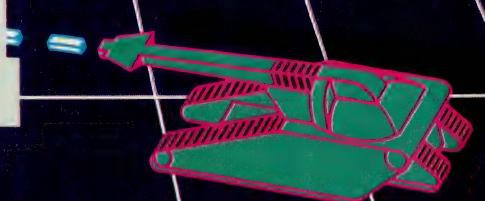


KABOOM!

Activision for VCS
($23, 1 level, 1-2 players, ★)

A mad-looking bomber races around dropping bombs, and you have three buckets of water to catch them in before they explode. Trying to keep up with the bomber as he gets faster and the number of bombs increases is one of the reasons this game is so addictive. If you let a bomb explode just before your score reaches a multiple of 1,000 points (which restores a bucket if you've lost one), the speed of the bomber will stay at its earlier level and you'll regain the lost bucket immediately anyway. After the fifth wave, watch the bomber's frown change to a smile as his bombs explode. You are bucket-brigade material if you score 5,000 points per game, although to join Activision's Kaboom Club you need a photo showing only 3,000.





86 PROOF BLENDED SCOTCH WHISKY DISTILLED AND BOTTLED IN SCOTLAND. IMPORTED BY THE BUCKINGHAM CORPORATION, NEW YORK, N.Y.

HERE'S TO THOSE WHO'VE TAUGHT US THE TRUE SPIRIT OF CHRISTMAS.

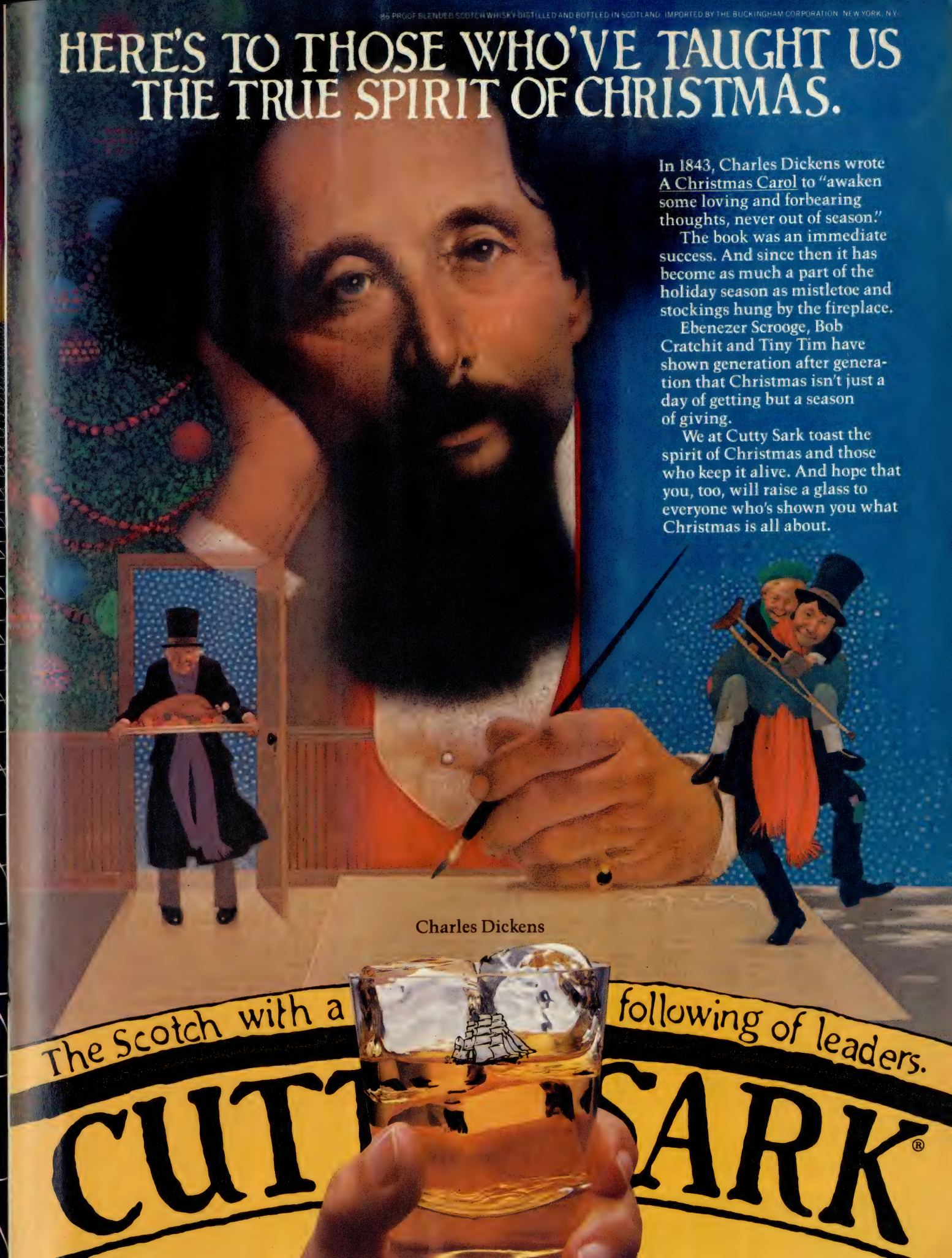
In 1843, Charles Dickens wrote A Christmas Carol to "awaken some loving and forbearing thoughts, never out of season."

The book was an immediate success. And since then it has become as much a part of the holiday season as mistletoe and stockings hung by the fireplace.

Ebenezer Scrooge, Bob Cratchit and Tiny Tim have shown generation after generation that Christmas isn't just a day of getting but a season of giving.

We at Cutty Sark toast the spirit of Christmas and those who keep it alive. And hope that you, too, will raise a glass to everyone who's shown you what Christmas is all about.

Charles Dickens



The Scotch with a following of leaders.

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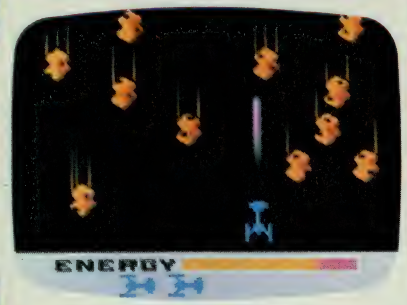
MAJOR LEAGUE BASEBALL



Mattel for Intellivision
($30, 4 levels, 2 players sim., ★★★)

This is the best simulation of baseball we've seen so far. It allows total control of defense and near-total control of offense. Plastic overlays convert your keypad into a miniature ballpark in which, for example, button 6 corresponds to the second baseman. To chase down a ball, press the correct button to send any player you like after it. To peg the ball home, just press catcher, and whoever has the ball will throw it to the plate. Unfortunately, once two players get proficient, fielding and base running become more important than hitting. Double plays are possible, as are base-stealing, rundowns, pitchouts, and even suicide bunts. Good players will usually keep the total number of runs scored under 10.

MEGAMANIA



Activision for VCS
($30, 2 levels, 1-2 players, ★)

If you liked Space Invaders but tired of its predictability, Megamania will revive your interest. Eight different waves of objects try to destroy your ground cannon by dropping bombs and diving at it. Some waves simply move repeatedly across the screen until you destroy all the objects. But the more difficult waves are dizzyingly unpredictable, some objects going right, others left, down, and who knows where. For each wave you are allotted a certain amount of energy plus a reserve cannon. Completing a wave replenishes your energy and gives you points based on how much energy remains unused, and at every 10,000 points you earn another reserve cannon. We tip our hat to scores of 50,000 or more.

MICRO SURGEON

Imagic for Intellivision
($40, 3 levels, 1 player, ★★)

Remember the movie *Fantastic Voyage*, in which scientists were shrunk so they could perform a delicate brain operation from inside the patient? That's the idea here. Your vessel, reduced to micro-size, has been injected in the patient's body, and you have only a short time to work your miracles while avoiding white blood cells, which try to destroy you. Your mission (close your eyes if you're squeamish) is to remove a brain tumor, nicotine deposits from the lungs, and a blood clot near the heart. Yes, this patient is sick, folks, but fortunately the game is addictive, challenging, and not at all realistic.



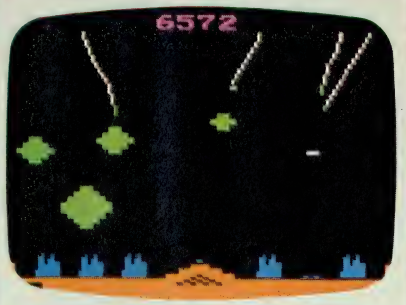
MINE STORM

GCE for Vectrex (1 level, 1-2 players, ★)

Mine Storm is not a cartridge but comes with the Vectrex unit as built-in software, and it is a most impressive game. It consists of 13 increasingly difficult mine fields, or waves of play, each containing four types of mines—floating, fireball, magnetic, and magnetic fireball—that are, in that order, harder and harder to hit. Since they will blow up your ship on contact, you not only shoot to destroy them but also thrust, turn right or left, and escape into hyperspace when things get tight. When you hit a mine with your rapid-fire laser, it splits into two smaller mines, which, in turn, split into two still smaller ones when hit—and these are the buggers that most often do you in. Mine Storm has all the play value and action of coin-op Asteroids, and better graphics.



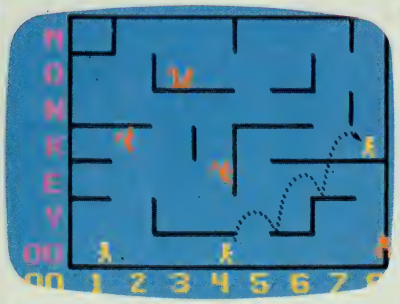
MISSILE COMMAND



Atari for VCS ($32, 5 levels, 1-2 players ★, shown), and for 5200 ($32)

In this successful twist on the Space Invaders concept, the enemy attacks your ground installations—six cities and a missile launch pad—in progressively belligerent waves and in patterns not easily memorized. As enemy IBMs trace their paths downscreen, you must shoot them out of the air. You have 30 ABMs for each attack wave, but you can save ammunition by knocking out two IBMs with a single shot aimed at a point where their paths cross, and by not shooting at IBMs headed toward destroyed cities. You can choose fast or slow target controls and dumb or smart cruise missiles, and you can start at the first, seventh, or 15th attack wave. If you're shooting around 100,000 or over, we salute you.

MONKEYSHINES



N.A.P.C.E.C. for Odyssey²
($33, 1 level, 1-2 players sim., ★)

This cartridge offers five distinct game variations. The basic one, Monkey Tag, is a game of tag between humans (players) and monkeys (computer). Four monkeys begin each game at the top of the screen and proceed to swing, slide, and jump across an arrangement of bars (different each time you play) in pursuit of two humans, who start at the bottom. A human can jump up only one level of bars at a time, unless another human allows him to stand on his shoulders. Cooperation is necessary for a high score (173 is the current record) because these tricky monkeys are as hard to catch as trout in August.

NFL FOOTBALL

Mattel for Intellivision
($30, 4 levels, 2 players, ★★)

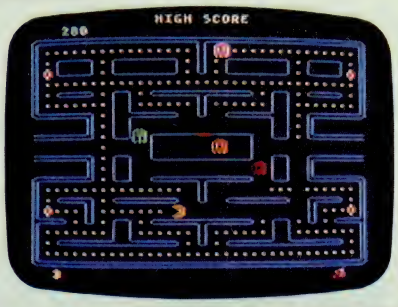
For the excitement and realism of football on a video screen, nothing touches this cartridge, though some players complain about action time—a game usually takes two hours. There are a great variety of offensive plays available, but this is mainly a passing game, and you can make only a few yards on any running play. But don't throw the "bomb"—go for short, snappy passes that gain five to eight yards, use your quarterback's roll-out to confuse the defense, and add a few running plays to the outside on those "third and three" situations. Your best chance for a touchdown is with a long, slow drive rather than a quick strike.



PAC-MAN

Atari for the 5200 ($40, 1-2 players ★, shown) and for VCS ($35, 8 levels)

The graphics and gameplay of Bally's coin-op Pac-Man have been splendidly reproduced for the 5200. The only real difference between this and the arcade version is that the maze has been stretched to fit a television screen, as a result of which your favorite arcade patterns won't work. The VCS version has a different maze and much weaker graphics, but when considered on its own merits is still an excellent game, perhaps one of the best for the system. The only problem with home Pac-Man is not with the game but the joysticks—Atari's controllers are harder to work than those of an arcade machine, so attempts to make quick turns are often frustrated.





LICENSE TO THRILL

"You've seen the movie, now play the game!" It's an old come-on with a new twist, as video game manufacturers license such blockbuster entertainments as *Superman, The Empire Strikes Back,* and *Tron*. But what happens when they run out of hot properties to buy? Not to worry. There are plenty of sleepers out there waiting to be converted into great video games. Grab 'em while they're hot.

Jaws VI An elderly shark with gum disease is found trapped in a lagoon. As the lifeguard, a player must tempt the shark close to shore using small children as bait, then perform a root canal and remove the shark's teeth while retaining all 10 fingers.

Bob & Carol & Ted & Alice The object is to get all four characters into the same bed and keep them there for longer than 10 seconds. Bob constantly wanders off to a hot tub, Carol keeps wanting a cigarette, Ted shuffles to the refrigerator for tofu ice cream, and Alice runs off to her encounter group.

Heaven's Gate You, the director, must guide a rotten script through a galaxy of international stars in terrible weather and still manage to complete the film on schedule without going more than $10 million over budget. Watch out for the critics' bombs, raining down vengefully from overhead.

The Exorcist You play the priest, trying desperately to keep the possessed girl's body flat on the bed. Just as you get her arms pinned, the legs flail wildly; get them down and her head spins around completely. Once you subdue her, say a prayer, because Satan then turns on *you*.

Airport '84 A one-player game in which you try to land a jet plane by controlling altitude, pitch, roll, and thrust. But that's the least of your problems. The landing gear is stuck, there's an impenetrable snowstorm, the airstrip is blocked, rival airline companies are shooting missiles at you, hysterical passengers are trying to break into the cockpit, the co-pilot is dead, and a madman's bomb is about to go off.

Waiting for Godot You aimlessly maneuver Vladimir and Estragon over a desolate landscape. There are no instructions, no strategy tips, no object. Time's up, you lose.

—P.M.W./C.S.

PBA BOWLING



Mattel for Intellivision
($30, 1 level, 1-4 players, ★★★)

This game is so involving that even people who hate bowling will probably enjoy it, and, like the real sport, it appeals to a wide age range. You can select from 10 ball weights and 10 degrees of alley slickness (each with a different effect on ball curves), and you can compensate for a bowler's right- or left-handedness. The display consists of two screens. First you see the bowler and about one-third of the alley; then, when a ball is released, a head-on shot of the pins. It takes skill to roll strikes consistently because of the need to curve the ball accurately. Spares, however, can be practiced between matches with the Pick-Up Spares variation.

PGA GOLF

Mattel for Intellivision
($25, 1 level, 1-4 players, ★★★)

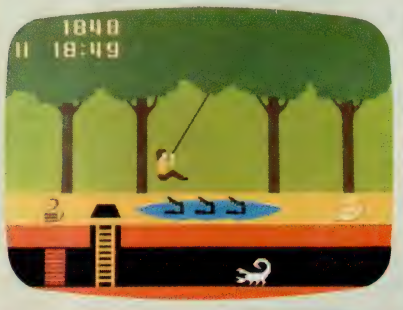
This nine-hole course is slow-moving but strategic. You see a colorful overhead view of each hole's tee, fairway, rough, sand traps, green, and cup. Your nine different clubs, from driver to putter, allow you to hit any shot long, medium, or short, or to slice or hook the ball. Charts detail exactly how far each club and each type of swing will hit a ball (the whole screen is 580 "yards" wide). To hit a shot over the trees, rather than around them, requires a club with the correct loft, and the charts give you the height you can get with each. With each new game the trees are rearranged at random, so you can't memorize the holes or hazards. The eighth hole is murder.



PITFALL!

Activision for VCS ($30, 1 level, 1 player, ★★) and for Intellivision ($32)

The game and screen display (shown) are identical in both systems. Pitfall Harry's search for 32 treasures (gold and silver bars, bags of money, and diamond rings) leads him through as many as 255 different jungle scenes, both above and below ground, each with its own hazards to overcome by running, jumping, and swinging on vines. He can move faster below ground, but that's where the scorpions are, the hardest obstacles to jump. Above ground, the snakes, fires, open holes, and rolling logs aren't much trouble, but the crocodiles are. The game usually ends because they've cost Harry either his three lives or his 20 minutes. Good scores begin at about 75,000 points; a perfect score (impossible?) is 114,000.



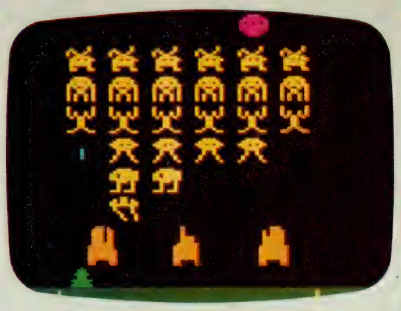
RED BARON/PANZER ATTACK

Astrocade for Astrocade ($30, ★)

Piloting a biplane in a World War I air battle may not sound exciting, but if you want to experience the thrills of dogfighting and performing complicated aerobatic maneuvers like the Immelmann Turn or the Barrel Roll, Red Baron (1 level, 2 players sim.) is the game to play. You control your plane's speed and also its altitude and orientation (even upside-down) as you attempt to shoot down enemy planes. Add cloud cover and you've got a lot of room for strategic maneuvering. The game's only drawback is that it can't be played solitaire. Panzer Attack (10 levels, 1-4 players sim.), also included on this cartridge, is a slow sort of battle, but still a good tank game with many variations.



SPACE INVADERS



Atari for VCS ($30, 2 levels, 1-2 players sim., ★, shown), and for 5200 ($32)

Although many players can "max out" (continually roll the score back to zero) on this great-granddaddy of the outer space shoot-'em-ups, the game concept retains a lot of play value, and for good reasons. First, the object of destroying invading aliens before they land on earth is easy to understand. Second, the aliens are predictable and there are no confusing random elements, so strategy is fairly simple. Even so, it takes considerable skill to reach scores of 500,000 or more. Invisible Invaders, in which you can see the aliens for only an instant at a time, whenever you hit one, is the only one of the 111 variations that is more challenging than the basic game.

STAMPEDE



Activision for VCS ($23, 8 levels, 1 player, ★, shown) and for Intellivision ($32)

Think of it as a sideways outer space shoot-'em-up. The lasso is your cannon, the various cows and bulls are enemy ships worth points, and the obstacles along the trail are asteroids to be avoided. The screen scrolls from right to left, so keep your eye on the right side and memorize the order the dogies appear in. (Don't let three get past you or the game ends.) The high score reported by Activision is 157,000, but if you send them a photo showing 3,000 points, you'll be entered in the Stampede Trail Drive Club and receive a membership patch. The Intellivision version is identical.

STAR RAIDERS

Atari for the 5200 ($40, 1 level, 1 player, ★★)

Originally developed for the Atari 800 home computer, this game surpasses many similar efforts for the VCS. A galactic chart shows the position and number of enemies in the galaxy. Using your allotted energy sparingly (except when near a refueling base), you can hyperwarp to any sector—but once there, look out. Any enemy in that space will try to destroy you. To protect yourself you have a computer tracking device, fore and aft views, shields, and other weapons. At first, using all of them in a single game is confusing, and you'll probably score no better than Garbage Scow Captain, Class 4. Patience.



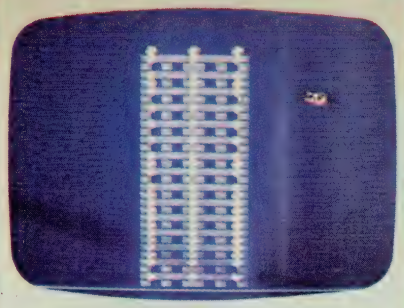
TENNIS

Activision for VCS ($23, 2 levels, 1-2 players, ★)

Alan Miller's big breakthrough in screen display was this trapezoidal court and its graphic illusion of depth. Then he added a shadow to the moving ball (giving players a better idea of the ball's altitude), a good racket-impact sound, full court movement for both players, and a tough computer opponent. The result is a classic tennis challenge that requires real court strategy as well as fast hands. You can angle your shots by using the sides of the racket, and the closer you play to the net the wider the angles you can hit. But if you get out of position, your opponent will run you back and forth like Borg versus an amateur.



TOWERING INFERNO



U.S. Games for VCS
($30, 7 levels, 1-2 players, ★)

In this enjoyable parody of the movie of the same name, your situation resembles Steve McQueen's. Nine buildings are on fire, each having nine floors, and on each floor are four trapped but hopeful survivors. If you take too long to save them, they'll burn to cinders. You have four firemen per floor, and the game ends if you can't rescue at least one person. Each floor has a different layout of passageways and a different arrangement of flames, which dance around crazily. You can dodge the flames or cut a path through them, then grab the survivors and head for the lower right corner of the screen, where a helicopter awaits. Then it's on to the next floor. A very good score is 8,000 points.

TRICK SHOT

Imagic for VCS
($23, 1 level, 1-2 players, ★★★)

Amid the clatter of wars in outer space and mazes being munched, here's a game that requires no hand-eye coordination, causes no wrist ache, and doesn't make much noise. The cartridge includes three challenges: Pool, English Billiards, and Trickshot (our favorite). Pool and Billiards are fun when two play, but because the VCS can display only four balls at a time, these games are not much like the real things. In Trickshot—a series of nine tricky shots set up by the computer—this doesn't matter. Each setup requires you to sink one to three balls with a single shot by determining the right impact, angle, and "english." A few are easy enough after a little trial and error, but most demand precise timing and lots of patience.



TURBO



Coleco for ColecoVision
with Expansion Module #2
($75 includes module,. 1-2 players, ★★)

This very fast, graphically detailed racing game promises to reproduce all aspects of the coin-op version. The Expansion Module includes not only a steering wheel but also an accelerator that goes on the floor and is operated by your foot! A hand controller is placed next to the wheel, and its joystick becomes the gearshift lever. As you drive the car down city streets, on country roads, over bridges, and through tunnels, you have to avoid oil slicks, the side of the road, and, of course, other cars. Your clock time and the number of cars passed are always displayed. We were not able to play-test by press time but the demonstration cartridges at trade shows were very impressive. *(Continued on page 52)*

PRIVATE SCREENINGS

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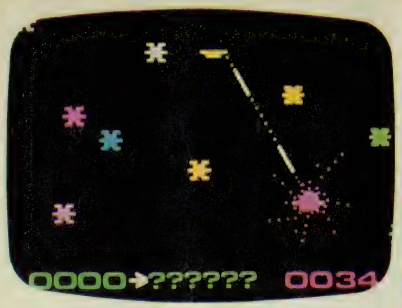
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UFO!



N.A.P.C.E.C. for Odyssey²
($32, 1 level, 1 player, ★)

You're in control of a star cruiser with a rotating laser gun, a force field, and the ability to maneuver through space, which is littered with three types of UFOs: fairly harmless drifters, hunter-killers that home in on the star cruiser, and light-speed starships that streak across the screen firing deadly lasers. To deal with this last enemy, you can either hide among the drifters, which absorb enemy laser fire, or shoot at everything in sight, and when a starship appears, fly parallel to it. Since your ship's force field blows up the enemy on contact, ramming is an effective tactic. In fact, we've seen 95 points racked up by UFOs gravitating into the force field of an *uncontrolled* cruiser. But that's a long way from the published high score of 7,510.

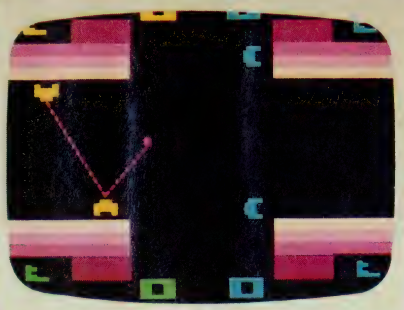
UTOPIA

Mattel for Intellivision
($35, 1 level, 1-2 players sim., ★★★)

In this unique game, you are the absolute ruler of an island utopia, and you score points by improving its population's standard of living. You are free to invest your initial 100 gold bars on factories, forts, schools, hospitals, crops, housing projects, rebels (in the two-player variation), PT boats, and fishing vessels. Weather conditions and pirate ships, which affect crop yields and fishing hauls, are randomly controlled by the computer. If you want to plant crops, do it before your other spending. And get a fishing boat as early as possible, because moving it over a school of fish earns gold bars. If you keep your people fat, happy, and fruitful, you will prosper along with them.



WARLORDS



Atari for VCS
($30, 2 levels, 1-4 players sim., ★)

This lively combination of Pong and Breakout is best with four players. You are feuding warlords, each protected from enemy fireballs by a brick castle whose two exposed walls are guarded by a movable shield. You can use the shield either to deflect the fireball or to catch, hold, and release it against an opponent's vulnerable spots. A common tactic is to catch it, feint to one side, then whip back to the other side and release it at an unprotected target. You can also angle your shots off the "ghost" shield of a destroyed warlord—if you remember exactly where it was when its warlord was destroyed. The computer is a fairly easy opponent because its attack patterns are predictable; human opponents are another story.

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Pencilwise Continues from Page 36

Ristisanatehtävä ★★

by Mike Shenk

Ristisanatehtävä is the Finnish word for "crossword puzzle." But you don't need to know Finnish to solve this Scandinavian-style wordlock. Answer the clues as you would in any American-style puzzle, and enter your answers in the direction of the arrows. No need to look back and forth from grid to clues! When the puzzle is completed, the shaded squares will reveal the punchline to the puzzle cartoon.

Answer Drawer, page 82

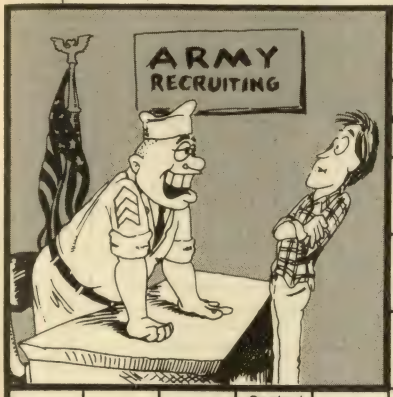


ILLUSTRATION BY ROBERT LEIGHTON

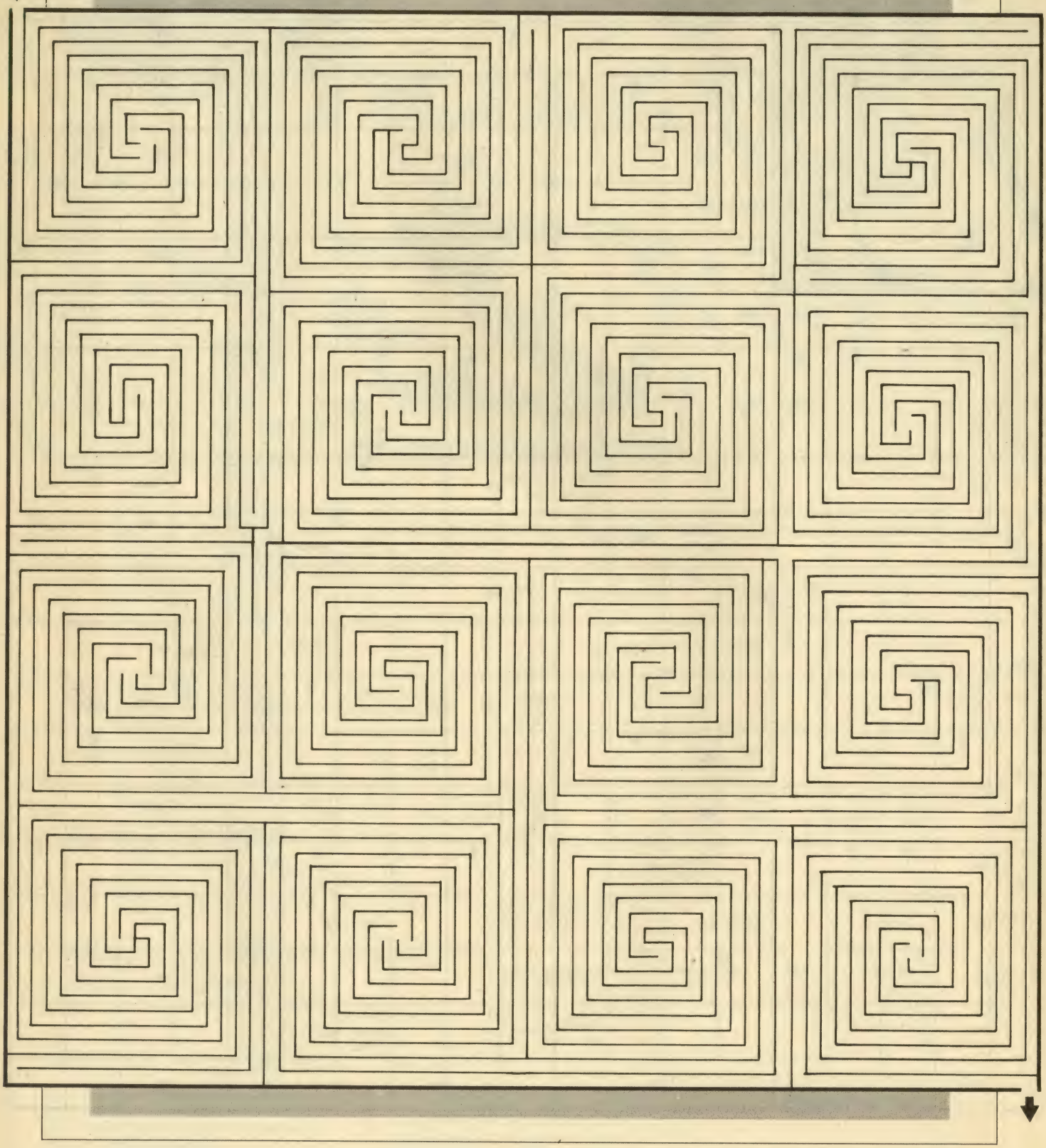
Land-slide	↓	Banish	Let go	↓	Frenzy	Unruly, rowdy	Aft end	↓	Unity	Murder	↓	Church decree	Seesaws					
→		↓	↓			↓	↓			Autumn mo.	→	↓	↓					
Lumber camp tools	→				(Had) existed	→				West of films	→							
Upbeat melody	→				Happily buoyant	→												
With the wind	→				Deuce beater	→				Army "sack" / Antenna	→							
Auto dud	News time	Play sick	Cooked too long	Warm-hearted	Close by	→				Gads about		O'Neal movie: 2 wds.	→		↓			
↳	↓	↓	↓	↓	Cease		Setting	→		↓		Took to court	→			Comic Richard		
Richly liberal	→				↓		Law-man Wyatt	→				Fixes a wrong clock	Sheds tears	→		↓		
Voted in	→							Good-natured	Rooftop item	→		↓			Tweak		Stood	
Small song-bird	→					Fit for a king	Blazing	↓					African nation	→	↓		↓	
Goal	→			School dance	→	↓			After-most	→								
↳				↓	Bible half		Edition	→					Mideast export		PGA member	→		
Silver bar	Foe / Fresh-ens	→					Sports-cast sights		Bars, legally	→			↓		↰	Great!	Lockjaw	
↳	↓				Swift horses	→	↓				Put in place	→					↓	
Chal-lenges		Draw forth	Navi-gator John		Land near Isr.	→			Nauti-cal "hello"	Sleuth Wolfe	Drift	Cut off	→			Zodiac sign		Form
Wrap up the news	→	↓	↓			Botany topics	→		↓	↓	↓		Ham and beef / Witches	→		↓		↓
Genesis name	→				Sharp-witted	→						"Yay!"	↓					
Potato, for one	→				↰	Friend of Pooh		Sports places	→						One ___ million: 2 wds.	→		
Thrift	→							Mama's boy	→			Sur-render: 2 wds.	→					
Brawl	→					Used a stool	→			Record	→				Com-pass pt.	→		

An All-Day Maze ★★

by Neal Griffiths

If this were a real lawn maze occupying one square city block, you would have to travel over four miles to get from the start to the finish. That's assuming, of course, that you took no wrong turns. You'll save your shoes—and possibly your sanity—by solving the maze here instead.

Answer Drawer, page 80



Cryptic Crossword ★★★

by Henry Hook

The Warm-Up Puzzle at right contains all the basic types of clues you're apt to encounter in a cryptic crossword. Like all cryptic clues, each contains two parts: a direct or indirect definition of the answer and a second description of the answer through wordplay. The first step in solving a cryptic clue, and a great part of the fun, is to determine the dividing point between the parts. Consider some sample clues:

"Oddly given to negating things (7)." This is an example of an anagram. The letters in the words "given to" can be rearranged to spell the answer VETOING, which is defined as "negating things." The word "oddly" indicates that the adjacent letters are to be rearranged. An anagram clue always contains a word or phrase (like "crazy," "reorganized," or "in a heap") that suggests mixing or poor condition.

"Topic of discussion is 'To prosecute' (5)." Here you must join two short words to form the answer: IS, given directly in the clue, and SUE, defined as "to prosecute." The combination, ISSUE, is defined as "topic of discussion." This is known as a charade clue.

"Repetition in the chorus (4)." The answer, ECHO ("repetition"), is literally found in the letters of "thE CHOrus." This is an example of a hidden word.

"Bring about assistance in making pigtails (8)." The word BRING is literally placed about the word AID ("assistance") in the answer, BRAIDING ("making pigtails"). This is called a container clue.

Other tricks of solving have been explained in previous issues. If you are new to cryptic crosswords, start with the Warm-Up Puzzle at right and refer to the Answer Drawer for explanations.

Warm-Up Puzzle for New Solvers ★

With detailed explanations in Answer Drawer, page 87

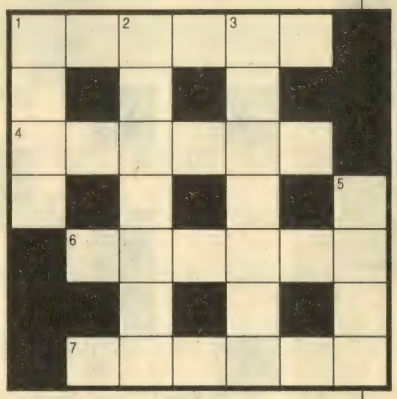
by Emily Cox and Henry Rathvon

ACROSS

1 Schoolchildren's mistake in coming back (6) *reversal*
4 Get vindication for Geneva being bombed (6) *anagram*
6 Beer consumed by the woman's doctor (6) *container*
7 Remained sedate, so it's said (6) *homophone*

DOWN

1 Unfinished factory blueprint (4) *curtailment*
2 Give now (7) *second definition*
3 Part of a trip with friend that breaks no laws (7) *charade*
5 Part of safari drive is dry (4) *hidden word*

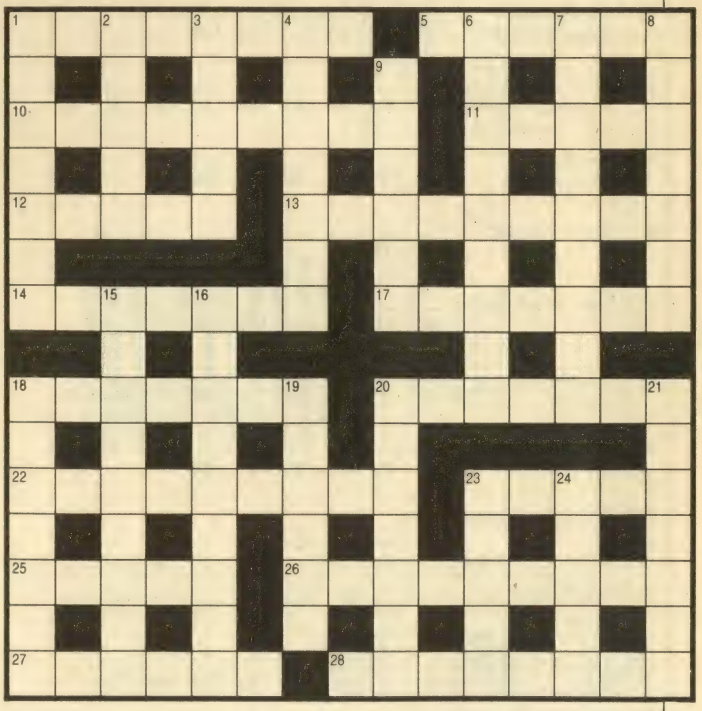


ACROSS

1 Board with many pounds of algae (8)
5 Take off cap, see rioting (6)
10 I will be immersed in lots of facts (9)
11 Borders of shrubbery in London? (5)
12 Uncle's girl is gracious about start of engagement (5)
13 Quite a lot of roll in a ball (9)
14 Wherever a violinist has dinner in Italy (7)
17 Unusual Ontario address (7)
18 Nametag is wrong color (7)
20 Time Reagan's predecessor returned to withdraw a statement (7)
22 Laud Lorna wildly—very versatile (3-6)
23 Opinion of a puppy's mother? (5)
25 Start without a sandwich and soup, maybe (5)
26 East Texan ore, after processing, is clear (9)
27 Nodding Southern general captured by enemy agent (6)
28 I'd love a city on the West Coast to try worshiping false gods (8)

DOWN

1 Landlord's due to talk back to co-worker (7)
2 Surprise! A labyrinth (5)
3 Informer turns on eastern slasher (5)
4 With no equipment, French friend makes paper foldings (7)
6 Feature of paste ad—"Fastens firmly" (9)
7 Sargent to be beheaded in a foreign country (9)
8 Nearest unscheduled airline (7)
9 Membership money held up in post office—it's counterfeit (6)
15 Self-styled lawman is leaving it undone (9)
16 When is pro struggling for possession? (9)
18 Spots me with Soupy Sales (7)
19 Entertains a group of mythical women (6)
20 Actor seen in a rose-colored car (7)
21 Misfortune apparent in outraged youth (7)
23 Live d— prosperously! (5)
24 Illegal money involved in plant annex (5)



Answer Drawer, page 82

Double Cross ★★

by Michael Ashley

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you are done, the initial letters of the words in the word list will spell the author's name and the source of the quotation. *Answer Drawer, page 80*

1D	2C	3V	4J	5O	■	6Y	■	7R	8G	9O	10F	11M	■	12E	13B	14J	15A	16L	17Q	18Z	19K	20P
■	21G	22J	23N	24B	■	25T	26W	27M	28O	29E	30K	31C	32L	33D	34U	35Q	36M	■	37N	38K	39E	40Z
■	41F	42U	43N	44C	■	45G	46W	47Y	48P	■	49F	50J	51B	52Q	53U	■	54Y	55N	56S	57K	58Q	59J
60C	61A	■	62L	■	63D	64W	65E	66Z	67P	68U	—	69O	70N	71L	72W	—	73E	74C	75H	76X	77Y	78U
■	79E	80P	81M	82Y	83Z	■	84O	85M	■	86K	87S	■	88T	89R	90F	91U	92G	93J	94T	95X	96L	97I
■	98S	99H	100O	■	101Q	102I	103E	104A	■	105Y	106H	107N	108A	■	109Z	110M	111I	■	112B	113L	114P	115A
116K	■	117M	118T	■	119J	120G	121L	122Q	■	123M	124Y	■	125Z	126V	127P	128M	129N	130U	131C	132G	■	133H
134V	135G	■	136V	137Y	138B	139F	140S	■	141D	142O	143L	■	144B	145C	146N	147Q	148G	■	149S	150D	■	151Y
152U	153K	154H	■	155L	156A	157K	158F	■	159X	160V	161C	162I	■	163H	164X	165R	■	166M	167I	168D	169J	170G
■	171T	172S	173A	■	174U	175Z	176J	177V	■	178N	179S	180P	■	181S	182Q	■	183U	184X	185E	186W	187A	188C

A. Can't get a word in ____ — 15 61 104 108 115 156 173 187

B. Contracted; drawn back — 144 24 51 138 13 112

C. Gambler's asset (2 wds.) — 145 74 44 131 188 2 161 31 60

D. Bubbly, effervescent — 141 168 1 33 63 150

E. Traffic mishap — 185 79 39 12 73 65 103 29

F. Take tiny bites — 90 10 41 49 139 158

G. In a clumsy manner — 120 21 170 135 8 92 132 148 45

H. Detest, abhor — 75 99 106 163 133 154

I. Harbor entrance — 97 102 111 162 167

J. Modifying word — 93 176 119 4 169 14 22 59 50

K. One christened after another person — 116 86 153 19 30 38 157 57

L. Like an uncle — 62 71 96 113 121 143 155 32 16

M. Genetic body — 166 123 36 11 128 27 85 110 117 81

N. Goal, aim — 178 129 37 55 43 23 70 107 146

O. Basketball position — 69 142 5 100 84 28 9

P. Lacking — 20 48 67 80 114 127 180

Q. Capacity to more than destroy — 182 17 35 52 122 58 101 147

R. Fish eggs — 7 89 165

S. Netherlander — 140 179 181 56 98 149 172 87

T. Shakespeare's Kate, for one — 25 88 94 118 171

U. Able to walk — 152 174 183 42 130 53 34 91 78 68

V. Circular throat lozenge — 3 126 134 136 160 177

W. Potency, strength — 26 46 64 72 186

X. Supple, limber — 76 95 159 164 184

Y. Alaska's largest city — 6 151 82 105 137 54 77 47 124

Z. Chattering — 109 175 83 40 18 66 125

Sevens ★★

by N.M. Meyer

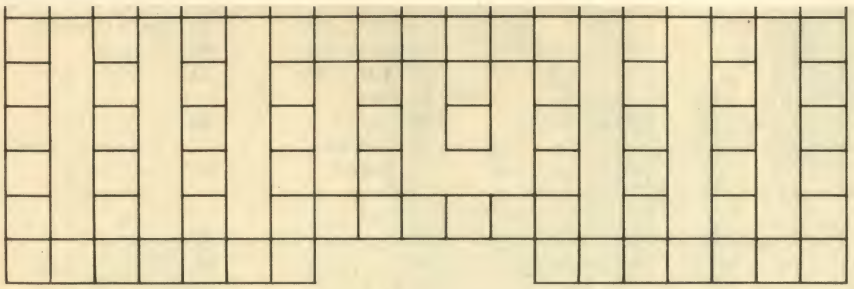
Criss Cross Puzzle

Fit the 40 seven-letter words below into the grid, reading across and down, to complete the interlocking pattern. Our test-solver did it in 32 minutes, with the help of the starting word shown in the grid. What's your time?

Answer Drawer, page 86

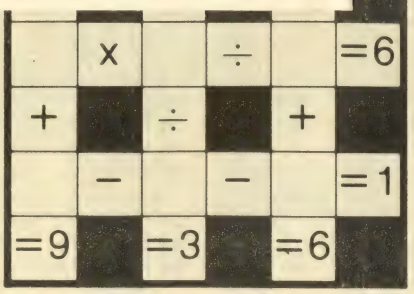
Word List

ADDRESS	CADMIUM	~~LECTURE~~	RACCOON
AMOROUS	DIETERS	MODULAR	RELEASE



Hit or Miss ★★

The answer to each clue in this puzzle is a seven-letter word in which four or more letters appear in the same positions as they do in the corresponding-ly numbered grid entry. For example, the answer to clue # 1 ("Triumph") is VICTORY, which has four letters—C, T, O, and R—in the same positions as in the grid's first entry (FACTORS). The numbers in parentheses tell you the number of "hits." As you answer the clues, cross off the hits in the grid and



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Double Cross ★★

by Michael Ashley

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you are done, the initial letters of the words in the word list will spell the author's name and the source of the quotation. *Answer Drawer, page 80*

1D	2C	3V	4J	5O	■	6Y	■	7R	8G	9O	10F	11M	■	12E	13B	14J	15A	16L	17Q	18Z	19K	20P
■	21G	22J	23N	24B	■	25T	26W	27M	28O	29E	30K	31C	32L	33D	34U	35Q	36M	■	37N	38K	39E	40Z
■	41F	42U	43N	44C	■	45G	46W	47Y	48P	■	49F	50J	51B	52Q	53U	■	54Y	55N	56S	57K	58Q	59J
60C	61A	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
■	79E	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
■	98S	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
116K	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
134V	135G	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
152U	153K	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
■	171T	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■	■





A. Car
wor

B. Cor
dra

C. Gai
(2 y

D. Bul
effe

E. Tra

F. Tal

G. In
ma

H. De

I. Ha

	97	102	111	162	167				

J. Modifying word — 93 176 119 4 169 14 22 59 50

K. One christened after another person — 116 86 153 19 30 38 157 57

L. Like an uncle — 62 71 96 113 121 143 155 32 16

M. Genetic body — 166 123 36 11 128 27 85 110 117 81

lozenge — 6 120 134 155 180

W. Potency, strength — 26 46 64 72 186

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by N.M. Meyer

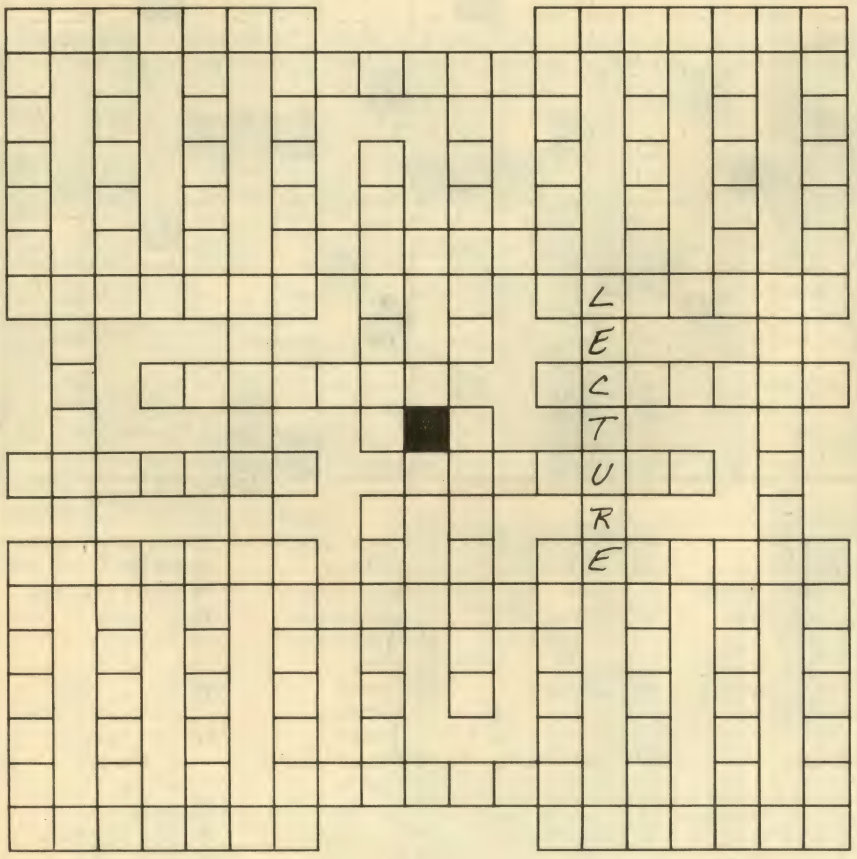
Criss Cross Puzzle

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Answer Drawer, page 86

Word List

ADDRESS	CADMIUM	LECTURE	RACCOON
AMOROUS	DIETERS	MODULAR	RELEASE
ANCHOVY	DRASTIC	ORCHARD	ROMANCE
ANCIENT	DUCHESS	PHANTOM	SCATTER
ANTENNA	ELEVATE	PITFALL	SUMMARY
APPAREL	EMBARGO	PLACATE	TENFOLD
ARRIVAL	ENVIOUS	PLUMBER	THERMAL
BEGUILE	GAZETTE	POLARIS	ULULATE
BOBSLED	IMMENSE	POSTURE	UNDERGO
BOLOGNA	LAMINAR	PROPOSE	VARIETY



Hit or Miss ★★

The answer to each clue in this puzzle is a seven-letter word in which four or more letters appear in the same positions as they do in the corresponding-ly numbered grid entry. For example, the answer to clue #1 ("Triumph") is VICTORY, which has four letters—C, T, O, and R—in the same positions as in the grid's first entry (FACTORS). The numbers in parentheses tell you the number of "hits." As you answer the clues, cross off the hits in the grid and circle the misses. Then read the misses in order to discover a quotation by Yves Saint-Laurent.

1. Triumph (4)
2. Quake with fear (5)
3. Consummate skill (5)
4. House-warmer (5)
5. Sitting of a court (4)
6. Bead of water (4)
7. Nun's home (4)
8. Keep close watch over (5)
9. ___ diplomacy (4)
10. Lightning bug (4)

1	F	A	C	T	O	R	S
2	T	H	I	M	B	L	E
3	M	A	S	O	N	R	Y
4	S	U	R	F	A	C	E
5	S	E	A	S	I	D	E
6	D	E	S	T	R	O	Y
7	L	E	N	I	E	N	T
8	M	O	N	S	T	E	R
9	S	T	U	T	T	E	R
10	F	I	N	A	L	L	Y

Answer Drawer, page 80

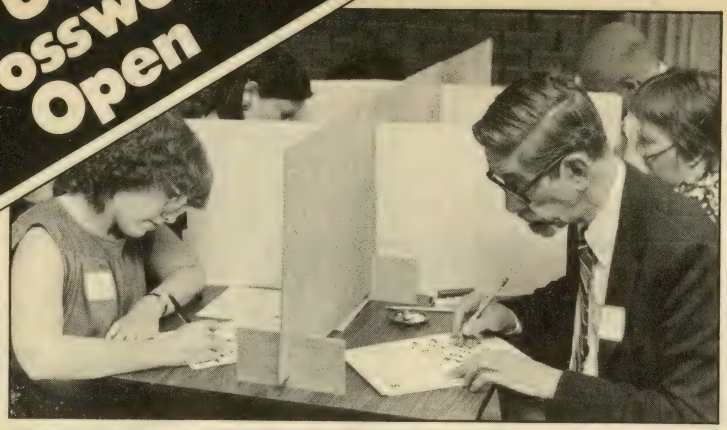
Cross Math ★★★

Place the digits 1 through 9 in the empty squares of this box so that the three rows across and the three columns down form correct arithmetic sequences. All calculations (which involve only positive whole numbers) should be performed in order from left to right and top to bottom.

Answer Drawer, page 86

	×		÷		=3
÷		+		−	
	×		÷		=6
+		÷		+	
	−		−		=1
=9		=3		=6	

U.S. Crossword Open



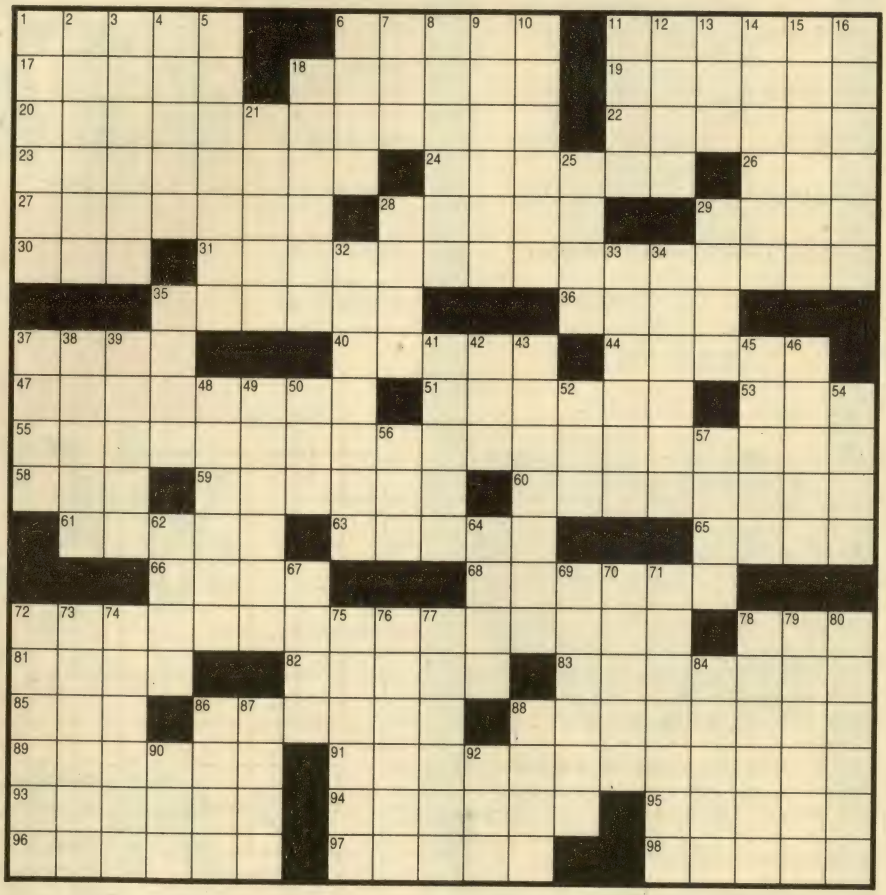
Match Wits With the Champs

Pencils ready? The crosswords on this and the next page are two of the six puzzles that challenged the finalists at GAMES's First U.S. Open Crossword Puzzle Championship, held August 14 at New York University. The contest time limits and winner's times are provided with the puzzles, in case you'd like to compare your skills. Copies of all six championship puzzles, and the answers, are available for $2. Write: Tournament Puzzles, GAMES Magazine, 515 Madison Ave., New York, NY 10022. A full report on the contest and more pictures appear on pages 71-72.

Booze and Hisses ★★★

by Emily Cox and Henry Rathvon

Tournament time limit: 30 minutes.
Champion's time: 7 minutes 55 seconds.



Answer Drawer, page 87

ACROSS

1 Young rascal
6 Athenian meeting places
11 Quietus
17 Turkish tongue
18 Reply to a store clerk
19 Horse racing bet
20 "Happy hour" on a 747?
22 What parfait comes in
23 One with twelve loves
24 "It's us ____"
26 Sad Sack's sack
27 Dethrones
28 ' ook daggers
29 .nprovise
30 N. Can. citizen
31 Intoxicated ·terminator?
[illegible] .uthor Dostoevsky
36 Garden garb
37 Not quite shut
40 Ending for fraud
44 Annually
47 Combined
51 Hellenic: Prefix
53 G string material?
55 Former drinking buddies?
58 Tropical cuckoo
59 Few and far between
60 Banner
61 Nosh
63 Move furtively
65 Cravings
66 Stir
68 Gold record for Marty Robbins
72 TV cop with a drinking problem?
78 *Bon* ____ (lover)
81 Another name for Selene
82 Light in Lorraine
83 Sergeant of the Yukon
85 Fictional planet
86 Relative of horseshoes
88 Offenbach creation
89 Ear flap
91 Drunken bongo drumming?
93 Junk
94 Called to mind
95 Boxing champ Griffith
96 Song part
97 *Room 222* props
98 Doctrine

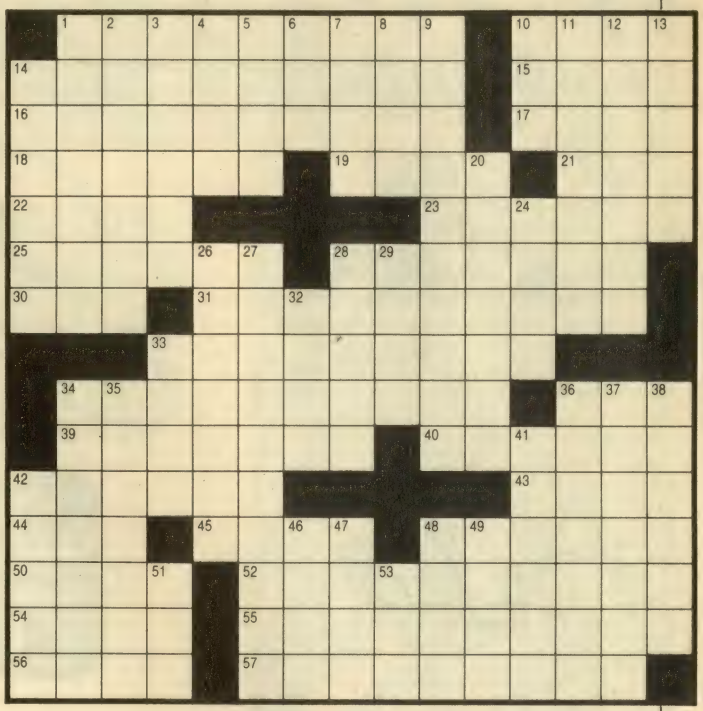
DOWN

1 What Zeus made Niobe
2 Rocky memorials
3 In danger
4 Syrup source
5 Stretched out
6 Steer clear of
7 Make doilies
8 Gypsy moth predator
9 Spartan shopping centers
10 Man with a watch
11 Strike
12 Term terminator
13 Cape on the Delaware Bay
14 Martian feature
15 Pet
16 Rabbit season
18 Not in business
21 Toulouse-Lautrec poster, for one
25 Not a nice guy
28 Miss
29 Mayberry's deputy
32 Foundry workers
33 Football Hall of Famer Jones
34 Bribe
35 Neckline?
37 "____ boy!"
38 Philanthropist Hopkins
39 Encore
41 Goaded
42 Gun lobby
43 Alternative to an orange
45 Like an acrobat
46 Talk a blue streak
48 Renditions of a Puccini work
49 Legendary lawman
50 Note to Guido
52 Swelled head
54 Sawbucks
56 MMMV ÷ V
57 Something held at delis?
62 City in Uttar Pradesh
64 Oven used in glassmaking
67 Wolf: Prefix
69 Burst
70 Landed
71 Summery dessert
72 Natural idlers?
73 Tank top
74 Capital of Turkey
75 Wing-footed
76 Endemic
77 Places to hustle
78 Realize
79 Spotty coverage
80 Grouped
84 "Come up and ____ . . ."
86 *The* ____ *Kids* ('40s radio show)
87 West Point's counterpart, initially
88 Arena rahs
90 Geometry suffix
92 Bigots' club

For the Championship ★★★

by Merl Reagle

Tournament time limit: 15 minutes. Champion's time: 13 minutes 38 seconds (with one incorrect letter).



Answer Drawer, page 80

ACROSS

1 Informal musical ensemble
10 Behold, Brutus!
14 Gum guy
15 Swedish director Lindgren
16 Throw tantrums or don't, depending
17 Radio tuning: Abbr.
18 Queen of ____
19 Chromosome possibilities
21 It suited Plato to a T
22 Labyrinth force
23 Sorceress: Var.
25 Head wreath
28 Links
30 Goat's nickname?
31 Words on an album jacket
33 Champion rider
34 Hit squad
36 American competitor?
39 Presidential firsts?
40 Noisy oil gusher
42 Kind
43 Mouthpiece socket on a clarinet
44 Mount near ancient Troy
45 Uncommon bills
48 Beckett's ____ *Dies*
50 Part of Caesar's boast
52 Rink revue
54 Singly
55 Armchair quarterbacks
56 Plaintiff
57 That singing feeling

DOWN

1 Colorful Hopi Indian doll
2 From the halls of Montezuma
3 Traveled by SST
4 Charlie's wife
5 ____-doke
6 Some N.Y.U. grads
7 Subject of a Sophoclean tragedy
8 Canceled, as a space flight
9 Oscar-winning picture, 1979 (with "The")
10 Arctic assistant
11 Semi total?
12 Dreams up
13 Ending with humor
14 Penguin's nemesis
20 Answer wanted by the DA
24 Actress Jurado
26 Beautifully simple
27 Circulate among
28 Mail-order magnate
29 Jack-in-the-pulpit
32 Poor, with "in"
33 Contemporary of Sophia
34 Lester Pearson's successor
35 Language of love
36 Vacuum tubes
37 Klemperer and Erhard
38 He played The Thing, 1951
41 Like 1871 Chicago
42 Places of busyness
46 Turkish weight
47 Transude
48 Husband, in Cherbourg
49 Neat as ____
51 German pronoun
53 Friday, on TV, for example



Marking and scoring the tournament crosswords was an all-day task for 25 judges.



Margaret Farrar, America's preeminent crossword puzzle editor, announces the results.



Champion Stanley Newman, with pencil and winner's smile, poses with John Chervokas, third place (left), Rebecca Kornbluh, second place, and Will Shortz, tournament director.

PHOTOGRAPHS BY DAN NELKEN

Whose Signs? ★☆

by Alan Robbins

Identifying a company by its logo is easy when it's a familiar object, like a bunny (Playboy) or a bell (Bell Telephone). But some companies use abstract symbols as trademarks, hoping that they'll convey a feeling about the company or its products. The successful ones—like the 15 on this page—stick in the mind. Or do they? How many of these well-known logos can you identify?

Answer Drawer, page 86



1. _____



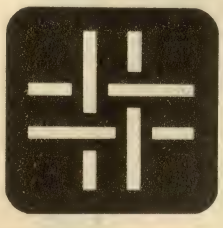
2. _____



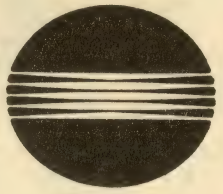
3. _____



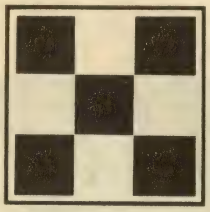
4. _____



5. _____



6. _____



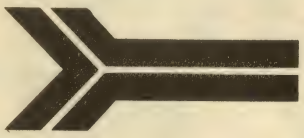
7. _____



8. _____



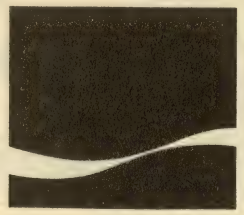
9. _____



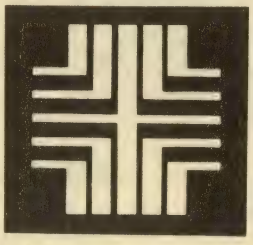
10. _____



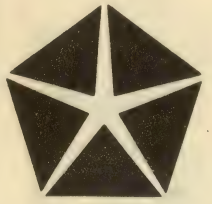
11. _____



12. _____



13. _____



14. _____



15. _____

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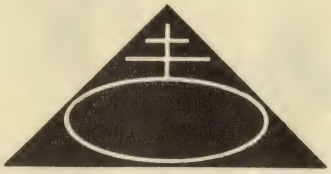
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Whose Signs? ★☆

by Alan Robbins

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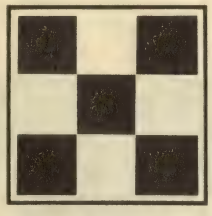
Answer Drawer, page 86



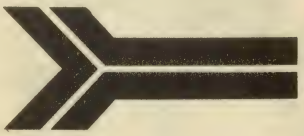
1. _____



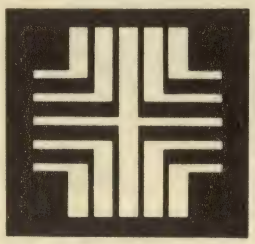
4. _____



7. _____



10. _____



13. _____ 14. _____ 15. _____

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GAMES CONTEST ★

BETWEEN TWO WORLDS



Construction by Sally Visky

First there was the Mercury. Then came the Apollo and the Columbia. Now there's the U.S.S. Hodgepodge—a no-frills, low-rent spaceship composed entirely of common household objects. NASA can't figure out what keeps it flying, but maybe you can. Before launching into the contest, try to identify the 60 different kinds of parts that comprise ship and astronaut.

Answer Drawer, page 88

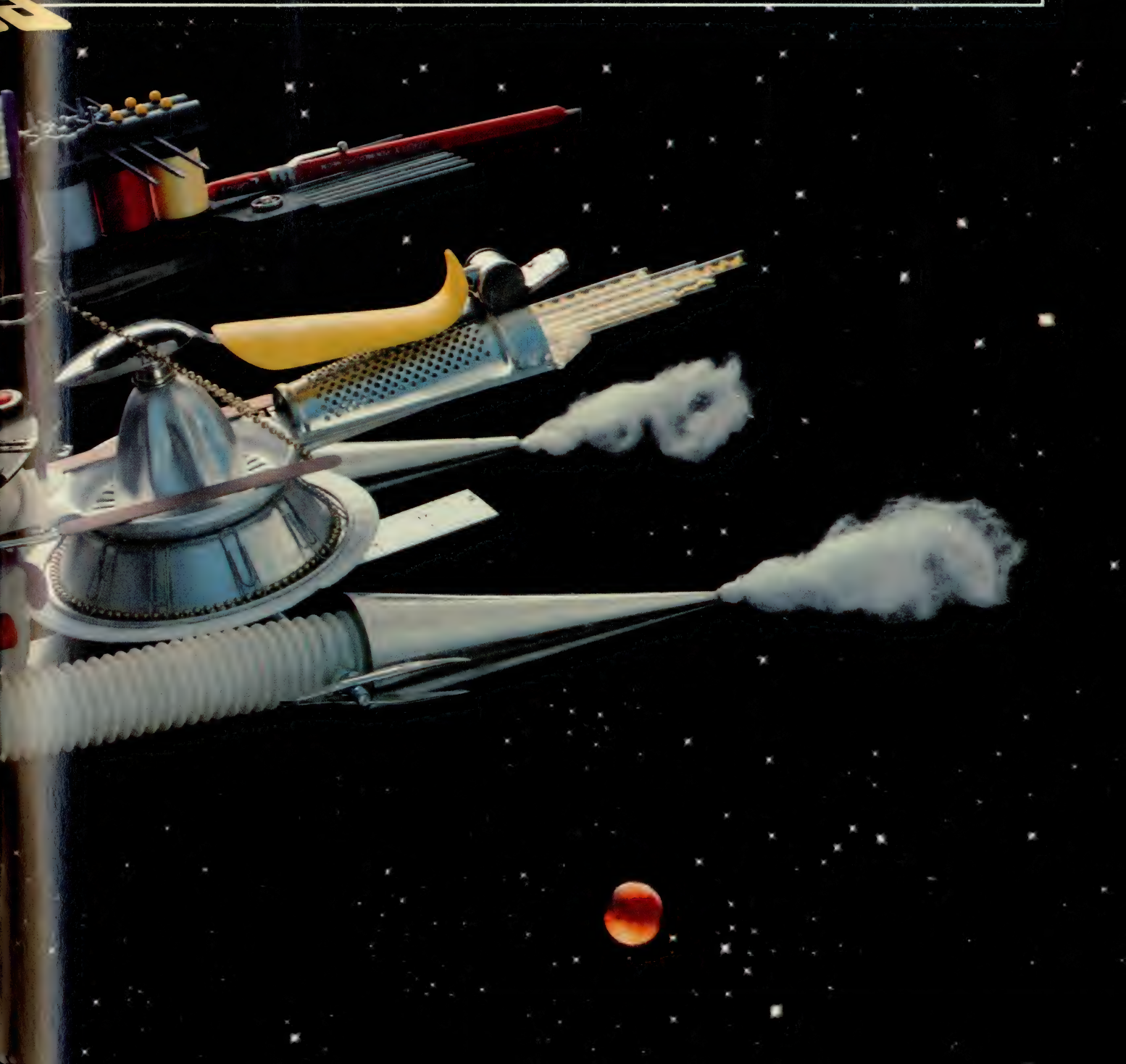
RULES

Contest control says all systems are go for you to build your own hodgepodge, using no less than five and no more than 30 kinds of common objects. (You may use the same object more than once.) E.T. has already submitted his phone. For the rest of us, it isn't necessary to create a spaceship, a robot, or any other piece of star tech: More down-to-earth subjects are A-OK. Judging will be based on the originality and execution of your *objets d'art*.

HOW TO ENTER

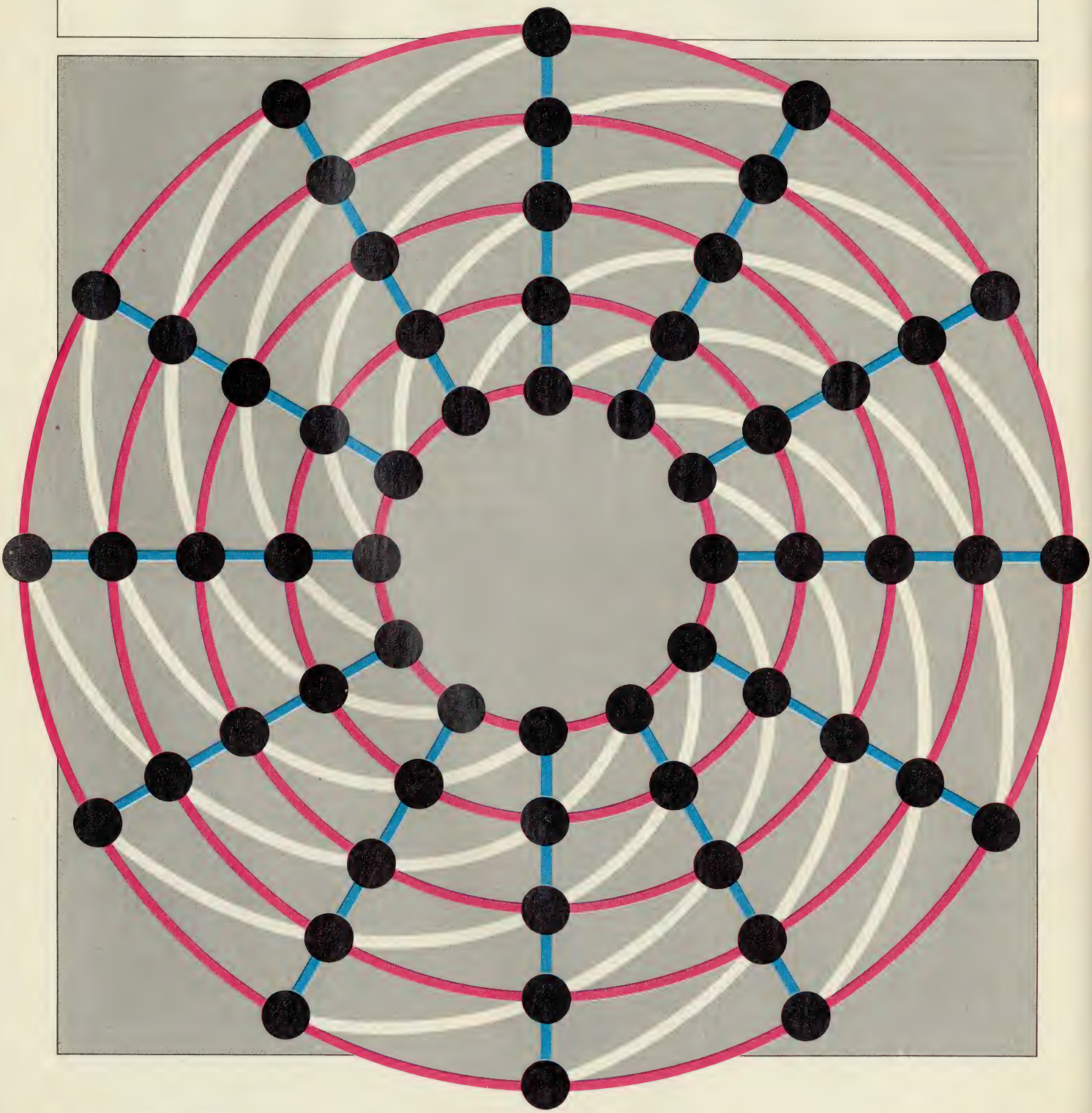
Please do not send your construction to our offices. Just mail a black-and-white or color print or transparency of your construction, together with a list of its parts, to: Model Behavior, GAMES Magazine, 515 Madison Avenue, New York, NY 10022. Write your name and address on both the photo and the object list. Entries must be received by January 31, 1983 and will become the property of GAMES; none will be returned. The decision of the judges is final.

PHOTOGRAPH BY WALTER WICK



•RONDO•

A STRATEGY GAME FOR TWO PLAYERS
BY CHRISTIAAN FREELING



•EQUIPMENT•

Two contrasting sets of 12 tokens each (coins may be used) and the board shown.

•SET-UP•

One player (Black) puts his pieces on the 12 points of the innermost circle, the other (White) on the 12 points of the outermost circle.

•OBJECT•

To link the inner and outer circles with an unbroken chain of your pieces. (The chain may be anywhere from 5 to 12 pieces in length.)

•MOVEMENT•

Black moves first. Players alternately move one of their pieces one point at a time (except when "jumping"—see below) along the lines. Black may move only *outward* (along the blue "spokes"), or *clockwise* (along the red circles), or *diagonally outward* (along the white arcs). White may move only *inward*, or *counterclockwise*, or *diagonally inward*.

•JUMPING•

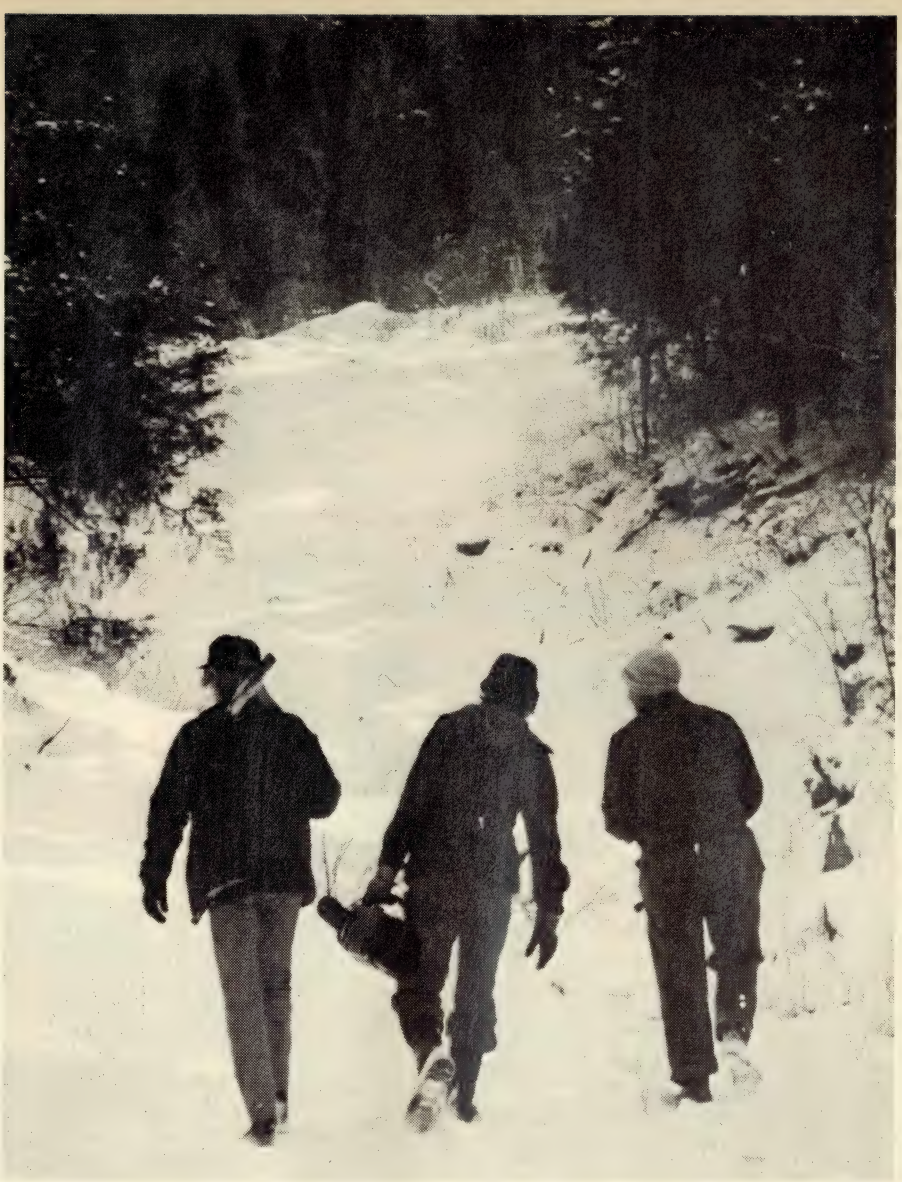
A piece must, when able, jump over an adjacent opposing piece that lies in the same circle. The point landed on must be vacant, or no jump can occur. Black jumps only clockwise; White jumps only counterclockwise. If, after making a jump, a piece can make another jump, it must do so.

Jumped pieces are not captured; there are no captures in this game. Jumps occur only on circles and never on spokes or diagonals.

•STRATEGY•

While building your chain, try to keep your opponent busy jumping. And be certain not to move all your pieces off their starting circle, or you won't be able to form a winning chain.

Christiaan Freeling, a Dutch game inventor, is the creator of Havannah, Chad, Chakra, and other strategy games published in Europe.



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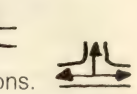
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You Can't Get There From Here

Our neighbors, the Hatfields and the McCoys, are at each other's throats again. When we realized we couldn't keep them apart by any normal means, we simply rebuilt the entire county road system. Now their two homesteads no longer have any access to each other at all. With this single exception, each of the 50 properties in the county is connected to every other by our remarkable network of highways. For example, in the illustration, the light red line shows one of several ways to get from Property #21 to #46.

Roads continue through underpasses, but vehicles can turn only at designated intersections.



Can you figure out which two parcels of land belong to the feuding families?

Answer Drawer, page 86

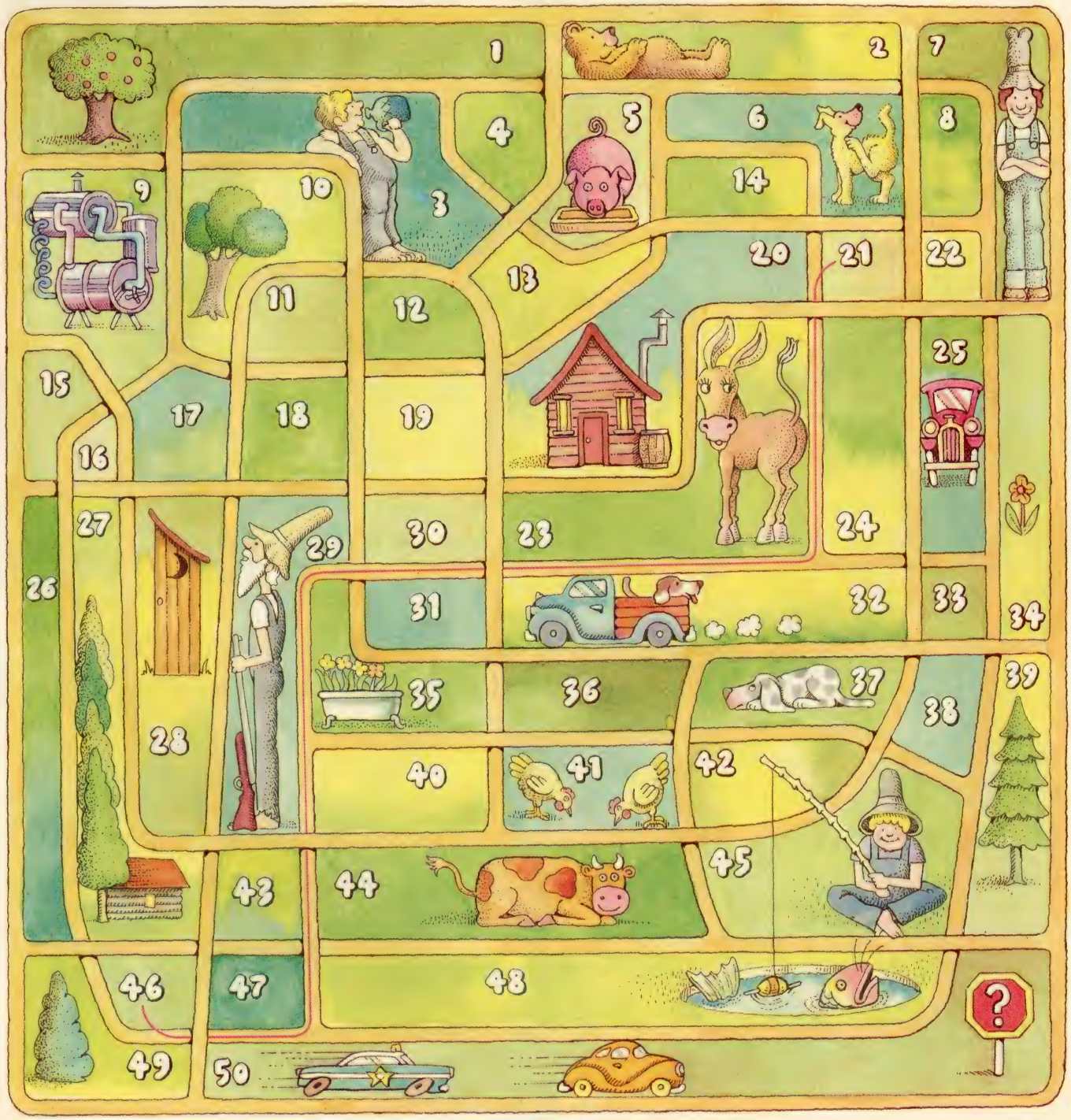


ILLUSTRATION BY MARTY NORMAN



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by Robert D. Spurrier

Pencils, Pens, and Blood

A Report From the U.S. Open Crossword Championship

"On your mark, get set, go," commanded the tournament director, and 246 puzzles were turned face up. The relentless click-click-click of a large digital clock was the only sound in the hushed, cavernous room. "It reminded me of my law school aptitude test," said a contestant.

But it wasn't an exam, it was the finals of GAMES's First U.S. Open Crossword Puzzle Championship, held August 14 in New York City and drawing contestants from 25 states, the District of Columbia, and one Canadian province.

All were top scorers from among 1,400 who had competed in a four-puzzle tiebreaker round. Those 1,400, in turn, were among 7,700 GAMES readers who entered the competition by solving the qualifying puzzle in the March/April issue—making the championship the largest American crossword tournament ever held. (Some 5,400 entrants were in the Nonparticipant category, meaning they did not wish to compete in the finals.)

"It's a remarkable example of intensity and competition," observed Margaret Farrar, who has been editing crosswords since 1921 and who announced the names of the winners at the end of the day-long event. Recalling the first crossword puzzle tournaments in 1924, Mrs. Farrar noted that "those puzzles were child's play compared to these."

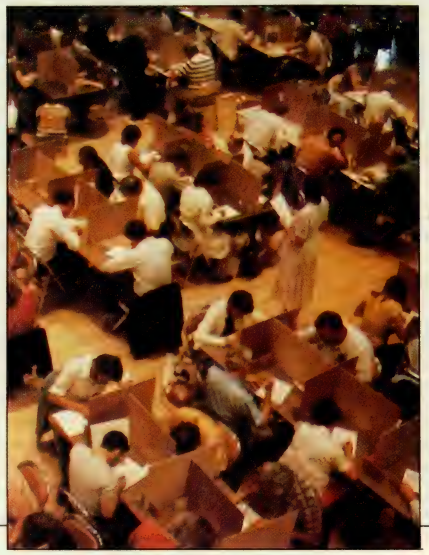
The winner was Stanley Newman, 30, of Brooklyn, New York, a Wall Street bond analyst. For his puzzle-solving wizardry, he won a check for $1,500, two dictionaries, and a pencil that matched his 5'9" height.

"I'm here to have fun," said John Daller, who was sporting a homemade button that read "I Solved #2"—he was one of only 11 who had mastered the toughest of the tiebreaker crosswords. The bearded computer programmer, who had been accidentally locked inside a university library while ferreting out the answers to the tiebreakers, was a dedicated puzzler indeed. He drove six days from Eugene, Oregon, to attend the tournament, where he finished 43rd.

Other contestants were equally dedicated in getting to New York University's Loeb Student Center. Planes, cars, buses, and taxis brought most solvers, though Phil Sheehan, of Ilion, New York, hitchhiked 125 miles of the way. Arthur and Muriel Morgan, the only married couple in the competition, walked. They live three blocks from the tournament site.

The entrants, equally divided between men and women, were a diverse group. The youngest was a 20-year-old accounting student and the oldest a 74-year-old Floridian who gave up her daily swim to compete. Entering the Eisner and Lubin Auditorium as the theme music from *Star Wars* blared over a loudspeaker, the contestants soon found themselves bunched six to a rectangular table, their privacy guarded by plywood and cardboard dividers. Though tournament director Will Shortz, a GAMES senior editor, sanctioned the use of "any writing implement: pencil, pen, blood," about two-thirds of the solvers opted for pens.

Roughly 20 percent of the entrants had competed in other crossword tournaments ("Who *are* all these people who know each other?" a first-time competitor wondered apprehensively);



the rest were able to make the transition from solitary solving to measuring themselves against both fellow entrants and the clock. Many had been timing themselves anyway, whether by stopwatch, commuter stops to work, or, like Dr. Arthur Verdesca, of Morristown, New Jersey, who finished 24th, by "the length of one side of a classical record of a work by Mozart or Bach."

A few solvers were experts at other games. Daniel Pratt, of Laurel, Maryland, has won several Scrabble tournaments. Dawn Ross, of Roseville, Michigan, was planning a trip to the National Jigsaw Puzzle Championship in Ohio a week later. Frank Kempe, a computer programmer from Inner Grove Heights, Minnesota, interrupted his competition in the U.S. Open Chess Tournament in Minnesota to attend the crossword competition, because, he said, "I love challenges."

Paul Barnes, a New York bookseller, was among the entrants who, by luck, enjoyed an edge on some answers. "I just burst out laughing when I saw 46-Down, 'William of _____,' in the first puzzle," he said, tapping a paperback biography of the historical figure that he was reading between rounds. Suzanne Fleischauer, of Arlington, Virginia, had good reasons for chuckling over the third puzzle's clues for "capital of Turkey" and "philanthropist Hopkins." She's a graduate of the university Hopkins established and works for the State Department's Southeast European desk.

Though the puzzles varied in size (15 x 15 to 21 x 21) and difficulty, some competitors who consistently finished early found inventive ways of passing the time. A few had brought puzzles to the tournament and worked them with intensity, as if to keep their minds in gear; several read books, with thrillers and science fiction the favorite genres; one or two dozed ("Hey, this is Saturday, and it's only 7:30 A.M. California time," said a West Coast contestant); and Julie Stern, a teacher from Newtown, Connecticut, pulled out a large pad and sketched competitors and spectators.

Smokers, meanwhile, having discovered during the first round that puffing while penciling slowed down the pace, tended to hold their fire until they had either completed their puzzles or been stumped by them. Between rounds, the contestants chatted, joked, and commiserated about tough clues, much like fishermen swapping stories about "the

(Continued)

one that got away." But when a new puzzle was presented, it was back to business. The room hushed; the intense concentration was palpable.

After a lunch break and a bit of gamesmanship (a group of spirited puzzlers plotted to slow Newman down by presenting him with a quart of beer, but they ended up drinking it themselves), the competition resumed.

If contestants were tense, the fourth puzzle—the world's first audio crossword—helped them unwind. Guffaws greeted the 18 audio clues taped by constructor Henry Hook for his puzzle "Sound Thinking." Earlier he had told some unsuspecting solvers, "One of the puzzles is mine, and you'll be hearing about it." The clues included excerpts from a Bach fugue, a tango, and an ABBA song; snippets of dialogue from *Dragnet* and *Amos 'n' Andy*; a commercial blooper ("Try Chef-Boy-Ar-Dee marijuana sauce"); even a bird call (curlew). And though one of the clues—a record of Perry Como singing "It's Impossible" played at the wrong speed—might have symbolized the dwindling hopes of some contestants, the group broke into spontaneous applause at the end of the *tour de force*.

One puzzle later, the competition was over for all but the top three finishers. Rebecca Kornbluh, at 7,690 points, and John Chervokas, at 7,685, both solved all five puzzles perfectly with time to spare (bonus points were given to those who finished ahead of the allotted time for each puzzle). But Newman's dazzling speed won him top honors with 8,070 points, even though he had made an error on the second puzzle (answering "navigote" instead of "ravigote" for salad dressing). Newman's solving time ranged from under four minutes for the first puzzle (the allotted time was 15 minutes) to less than nine for the last. His combined time of 37 minutes for all five puzzles was less than the 40 minutes allotted for Puzzle #5 alone.

For the playoff round, the top three finishers stood onstage and, separated by dividers, worked puzzles on 44 x 41-inch Plexiglas sheets mounted on wooden stands that stood more than six feet tall. Given a time limit of 15 minutes, each contestant adopted a different tactic for battling Merl Reagle's themeless 15 x 15 grid dominated by 11 words of nine or more letters. Chervokas, an advertising executive (he created the Mr. Whipple character for Charmin) from Briarcliff Manor, New York, skipped around the puzzle to fill in words, twice pausing with a frustrated, pleading gesture at the board.

Kornbluh, a tapestry weaver from Mundelein, Illinois, took a methodical approach, moving clockwise from the upper right corner and printing each letter with care. Newman also began solving in the upper right, but soon fanned out to attack the puzzle with sharp, slashing blows of his pen, causing the board to shake and almost stumbling himself. "Done," he announced after 13:38 minutes, and the crowd gasped. Though he made an error on the crossing of 10-Down with 17-Across, Newman outpaced his competitors.

Newman freely admitted to an "obsessive-compulsive aspect" of his preparation for the U.S. Open. After winning the American Crossword Puzzle Tournament at Stamford, Connecticut, in March, he stepped up his solving, amassed a card file of 2,200 previously unfamiliar words, and even staged two mock tournaments with friends on the weekends prior to the U.S. Open. Having taken off work the day before, Newman arrived at the tournament, in his words, "wearing the sloppiest clothes I own so I wouldn't be uncomfortable."

Chervokas, who had "trained by doing 30 puzzles and eating three lobsters" the day before, in the end found himself in the same position as his favorite team, the Boston Red Sox—he had lots of fans in the crowd but his efforts fell just short. For her first try at competitive solving, an odyssey that had begun with her spotting a copy of GAMES on a newsstand five months earlier, Kornbluh won accolades from her fellow solvers. "Thanks on behalf of all of us dark horses," said one. Kornbluh, who finished second, took home $500, Chervokas won $250, and the next seven finishers shared $750.

Wherever they finished, the contestants said they would welcome another U.S. Open. "I'm just a slow Southern girl," said Ruth Rye Cockerman in her Louisiana drawl. "But I loved meeting people here, and I'm going to spend the next year working on my speed."

Should there be another U.S. Open, Stanley Newman will probably be there. But other solvers may take heart in Newman's observation that "The tournament brings out some very good people, and I'd be glad to see any one of them win."

Robert D. Spurrier, a crossword buff, wrote the profile of Margaret Farrar in the September issue.

The Tops

The top 10 competitors in the U.S. Open were:

1. Stanley Newman, bond analyst, Brooklyn, NY
2. Rebecca Kornbluh, tapestry weaver, Mundelein, IL
3. John Chervokas, advertising executive, Briarcliff Manor, NY
4. Nancy Schuster, puzzle editor, Rego Park, NY
5. John McNeill, actor/director, Austin, TX
6. Ed Bethea, lab technician, New York, NY
7. David Rosen, high school math teacher, Buffalo, NY
8. Miriam Raphael, teacher of English as a second language, Port Chester, NY
9. Thomas Fuller, attorney, Bethesda, MD
10. Ellen Ripstein, statistician, New York, NY

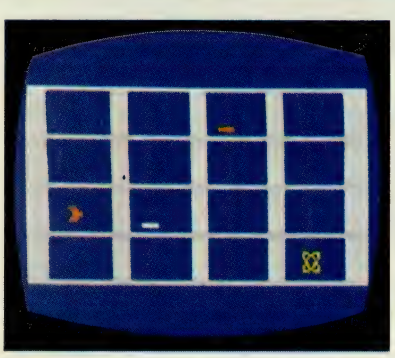
"Done!" shouted winner Stanley Newman, center, after whipping through the championship puzzle before the clock ran out, and ahead of co-finalists John Chervokas and Rebecca Kornbluh. Are you championship material? Test yourself with two of the tournament crosswords, pages 58-59.



PHOTOGRAPHS BY DAN NELKIN


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av. per cigarette, FTC Report Dec. '81.
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★☆ WILD CARDS ★☆

Edited by Stephanie Spadaccini

NUMBER PLAY

For the Record

Try this classic, sent in by Henry Leabo: If a record has a total diameter of 12 inches, the center label is four inches, the outer margin measures one-half inch, and there's an average of 90 grooves per inch, how far does the needle travel when the record is played? *Answer Drawer, page 88*

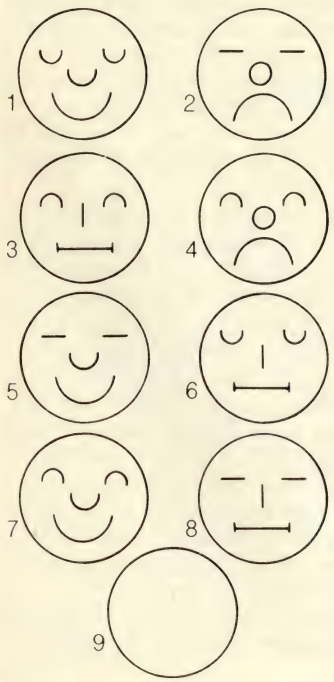
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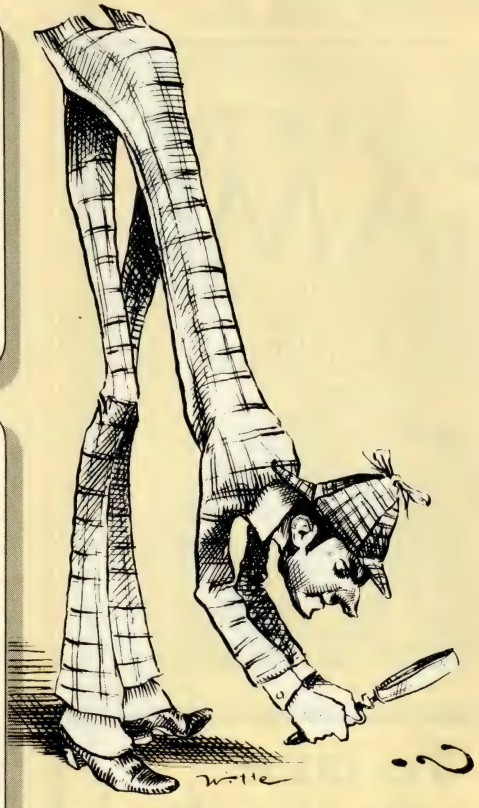
A Disorienting Experience

In Japan, "to lose face" means to feel shame or embarrassment, and the ninth person in this series is suffering from just this predicament. Find the pattern in the features of the eight faces below, and allow the ninth to regain his pride by filling in the features of his blank face.

—Arlene Taub

Answer Drawer, page 88





WORDPLAY

Creative Chronograms

A chronogram is an inscription containing the correlative date in Roman numerals. A chronogram for 1492, or MCDXCII, might be "Made Certain Discoveries eXtraordinaire!" Columbus Informed Isabella."

Convert these chronograms to dates and try to deduce the event described. Then try creating your own. (Remember eX can be used for Roman numeral X.)

1. Many Daring Colonists Venture In Isolation
2. Man's Creativity Manifested In Impossible Invention
3. Man Conquers Mountain's Last Incredibly Intriguing Impediment

—Paul Hellweg, in Word Ways, August, 1982

Answer Drawer, page 88

PRIVATE GAMES

A Little R & R

Everyone needs some rest and recreation now and then, and here's one way to unwind: Can you name seven famous people whose initials are R.R.—in seven minutes or less?

—Louis Phillips

Answer Drawer, page 88

TRIVIA

Get A Real Job

You know that Felix Unger is a fussy photographer and that his "other half," Oscar Madison, is a cigar-smoking sportswriter. Can you match these other sitcom characters with their TV jobs?

1. Elaine Nardo
2. Rhoda Morgenstern
3. Ken Reeves
4. Tony Nelson
5. Anne Anderson
6. Ward Cleaver
7. Burt Campbell
8. Jennifer Marlowe
9. Ed Norton
10. Judy Benjamin
11. Bob Hartley
12. Tom Bradford
13. April Dancer
14. Julia Baker
15. Rudy Wells

a. spy
b. ironworker and sheriff
c. psychologist
d. journalist
e. bionic surgeon
f. nurse
g. sewer worker
h. astronaut
i. insurance man
j. army private
k. basketball coach
l. window dresser
m. cabdriver
n. receptionist
o. hospital administrator

—Walter Bell, Jr.

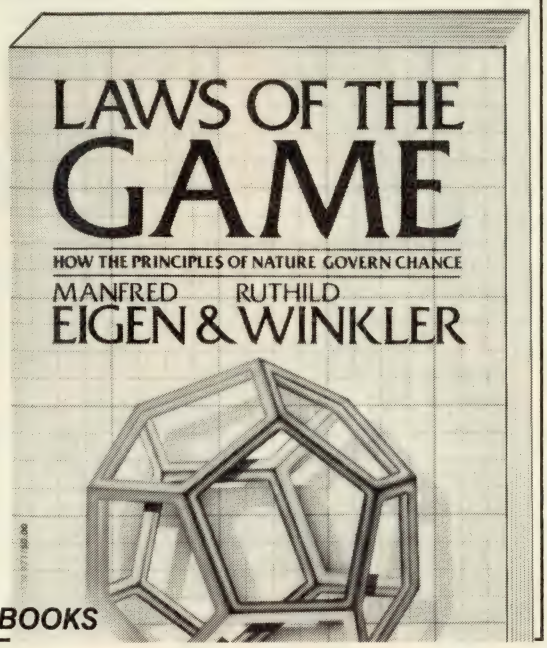
Answer Drawer, page 88

ILLUSTRATION BY MICHAEL WITTE

Beyond "Gödel, Escher, Bach"

If you marveled at *Gödel, Escher, Bach* you're ready for LAWS OF THE GAME—the book that offers a challenging exploration of play as the expression of creativity in nature and culture. The authors analyze games ranging from chess and bridge to board games of their own devising, such as "Survival" and "Hypercycle," showing how games relate to physics, biology and sociology. They draw parallels with molecular genetics, generative grammar, and the music of Bach and Beethoven. And they conclude with an imaginary conversation on the role of play in art and truth.

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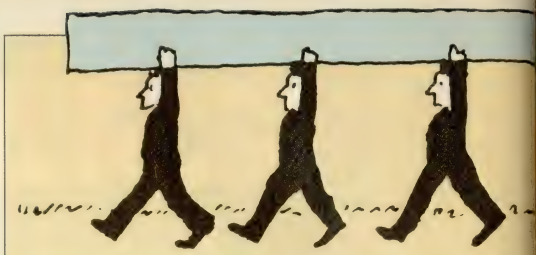
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TOUGH NUTS

How's That Again?

If you understand news accounts of Supreme Court actions, if you know how your aunt's second cousin is related to you, if you never get lost in the supermarket parking lot—then the following items will give you no trouble. If they do, welcome to the club.

•

The Supreme Court today reversed its earlier ruling that let stand an appellate court's decision to overturn a lower court's finding that a cafe owner had no right to fire a waiter for refusing to deny service to a male patron who was not wearing a tie and jacket. *If a male patron now enters that cafe without a tie and jacket, is he likely to be served?*

•

Dear Jack,

Remember that book you lent me? Well, I lent it to my mother, and she lent it to her sister, who gave it to her son-in-law, who thought his wife's maternal grandfather would like it. He did, and lent it to his wife, who gave it to her son John. Last night John dropped in and asked me to return it to his son. So here it is.

Love, Jill

How are Jack and Jill related?

•

"Hi Bill. Let's meet at my office, OK? The building's on the north side of Main. Turn left down the hall and take one of the elevators on your right as high as it goes. Across the hall you'll see another elevator. Take it to the 50th floor. When you get out, turn left and look for a door on the right that says UP. Go in, turn right up a short staircase, and then turn left through the exit door at the top of the stairs. Walk down the hall that goes to your right, and my office door is on the left."

Which way will Bill be facing when he knocks on the door?

—B.H.

Answer Drawer, page 88

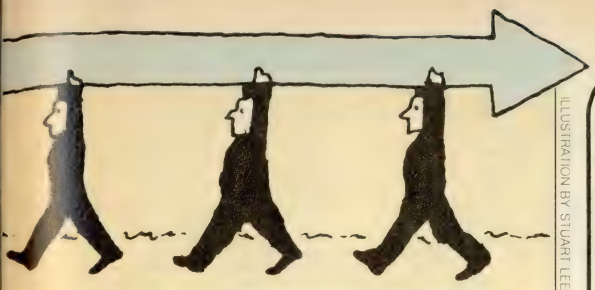


ILLUSTRATION BY STUART LEEDS

NO KIDDING

Occupational Oddities

Where would you find the following occupations . . .

ICE IMPORTERS
CARNIVAL CARPENTERS
STEAMSHIP STENOGRAPHERS
CHINESE CHIROPRACTORS
BOUTIQUE BOY
CIGAR CLEANERS
INTERIOR INVESTIGATORS
TRUCK TUTORING

. . . or these goods and services?

ANIMAL ANTIQUES
PET PHARMACIES
RUBBISH SAFES
SHOWER SIGHTSEEING
VIDEO VITAMINS
PIZZA PLANTS
OUTDOOR OXYGEN
YOUTH ZOOS

—Richard E. Douglass

Answer Drawer, page 88

PARTY GAMES

Foreign Market

No, we're not asking you to guess the current price of gold or to trade in your hard-earned bucks for fistfuls of francs. All you need to play Foreign Market is one "shopkeeper" and any number of "customers" who are willing to beg, bluff, and barter—without words—for the items on their shopping list. For example:

Imagine that you are traveling in Zanzibar but don't know Swahili. Your shopping list includes rubber bands, a Bible, five pounds of potatoes, two hubcaps, and a gerbil. Using no words or props, convey your wants one by one to the shopkeeper. If you can act out your list and be understood in less time than your fellow shoppers, you win—and change places with the shopkeeper.

—S.S.

The 20th Annual ST. VALENTINE'S DAY MASSACRE

. you're invited

What arrives after the Christmas holidays? Usually, the cold winter doldrums. But again they'll be swept away by the one and only St. Valentine's Day Massacre.

- ***I have never enjoyed a contest more than I have enjoyed the Massacre.***

This is a one-of-a-kind challenge, a coast-to-coast journey. At your kitchen table. **All on maps.**

- ***Totally addictive.***

3000 people set out on last winter's competition. At the end, we asked them if they expected to be back this year. **95%** of their answers were **YES.**

- ***It took me 3 years to finally send away for this . . . I can't wait till next year's.***

We'll send you the instruction book and giant-size Rand McNally Atlas right after New Year's (entry deadline: February 14). Then you'll have until March to choose a few evenings at home, whenever convenient, to travel competitively from New York —

- *through Oshkosh and Kermit and Cannon Ball*
- *over mountains and plains, from page to page, across the continent to San Francisco*

The $27.50 entry fee *[if in Canadian dollars, please add $7]* will get you on your way in quest of a trophy in your class, from first-timer to master. After you send in your answers to the questions that are asked along the course, we'll do the scoring for trophies. And everyone will get a jigsaw puzzle showing the overall course.

The Massacre is the *only* money-back-guaranteed coast-to-coast tour there is. We hope you'll join us.

- ***One fine experience.***

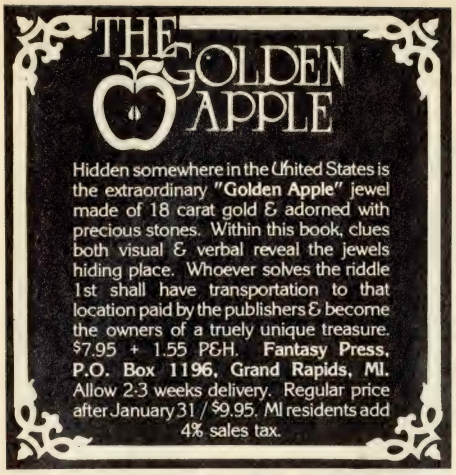
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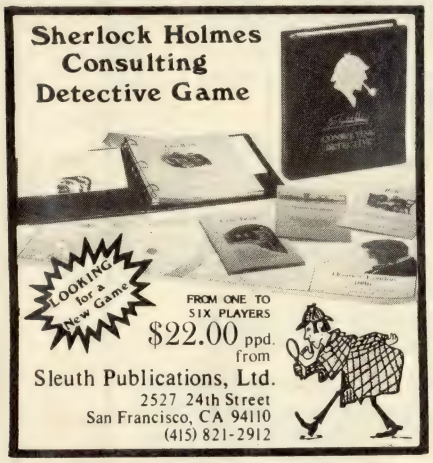
Please send everything I'll need.
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ILLUSTRATION BY RICHARD ROSENBLUM

TEASERS

In a State

The words PEN, ARK, and ILL are the first three letters of states of the United States. However, there are other three-letter words, not so obvious, that are tucked away somewhere among the letters of many states.

Can you name the states in which the following three-letter words are found?

1. LAW
2. TAN
3. ADO
4. RID
5. SIN
6. EGO
7. FOR
8. INN
9. LAB
10. ASH
11. HOD
12. SAC
13. OUR
14. VAN
15. TIC
16. ARE

—Raymond D. Love

Answer Drawer, page 88

FOR THE RECORD

Pangrammit!

A pangram isn't a puzzle. It's a sentence that uses each letter of the alphabet at least once. Here are five examples in 40 letters or less, each expressing a grammatical, if not completely sensible, thought. If you can match these (the shorter and more intelligible, the better), we'd like to hear from you.

- Guys quiz chemists to prove X-brand is awful junk.
- M.D. quickly sights, sizes up five jawbone X-rays.
- Nixon, flaky Watergate pals quizzed much, by Jove.
- O, I view flighty jump in quicksand a bizarre exit.
- Vex not waspy Jezebel, daughter of quack medic.

—Barry Cohen

WORDPLAY

So I Says . . .

Forget about grammar: "So I Says" is a game in which a common first name must be found that is humorously appropriate to a given statement. For example: *"So I says to the girl standing in the swamp, I says Marsha. . ."*

In the list that follows, we've left blanks where the names should be. Can you fill them in?

1. So I says to the girl blessing the food, I says ____.
2. So I says to the fellow floating gently on the waves, I says ____.
3. So I says to the girl taking me to court, I says ____.
4. So I says to the man seasoning the soup, I says ____.
5. So I says to the guy using the PA system, I says ____.
6. So I says to the chap changing his tire, I says ____.
7. So I says to the lady drinking Harvey's Bristol Cream, I says ____.
8. So I says to the man learning to tame lions, I says ____.
9. So I says to the guy getting dressed, I says ____.
10. So I says to the woman making hamburgers, I says ____.
11. So I says to the fellow saying his prayers, I says ____.
12. So I says to the boy doing subtraction, I says ____.
13. So I says to the two guys with the drums, I says ____ . . . ____.
14. So I says to the girl watching the sunrise, I says ____.
15. So I says to the kid playing with his trains, I says ____.
16. So I says to the fellow who lost 20 straight poker hands, I says ____.
17. So I says to the man headed to Phys. Ed., I says ____.

—Keith and Kathi Harmeyer and Ed and Lee Ferrell

Answer Drawer, page 88

An important message from PAUL NEWMAN and JOANNE WOODWARD

"We share our love with seven wonderful children we have never seen.

"We'd like to tell you why."



The seven children the Newman family sponsors are Pedro, Gustavo, Carlos, Johnny, Andres, Jaime, and Laki.

"For 16 years we've been Save the Children sponsors. We began by sponsoring a desperately poor little girl from the mountains of Colombia—a child who lived in a one-room hut and could only dream of attending school.

"It was a joy to share our good fortune with her and to know that she was blossoming because someone cared enough to help. It made us want to help other children in the same way. And now we sponsor seven children around the world. Children we have come to understand and love. Thanks to Save the Children.

"If you've ever wondered 'What can one person do?'—the answer is 'You can help save a child.' If you are touched by the plight of needy children, there is no better way than Save the Children to reach out to them with caring, comfort, and support.

"Please join us as a Save the Children sponsor. We've seen the wonders they can work. You'll see how much you really can do—in the eyes and in the progress of the child you sponsor. You'll bring new hope to a child you'll know personally, as we do, through photographs...reports...and letters you can exchange, if you wish.

"You'll see despair turn to hope, and you'll feel the personal reward of knowing what your love and support can do.

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		☐ Israel	☐ Southern States (U.S.)
			☐ Sri Lanka (Ceylon)

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GA 12/2

ANSWER DRAWER

32 Name Fame Game

1. Menachem Begin, Carl Sagan, Ronald Reagan
2. Amanda Blake, Veronica Lake, Francis Drake
3. Arthur Ashe, Johnny Cash, Ogden Nash
4. Dolly Parton, Dean Martin, Clara Barton
5. Bert Lance, Cyrus Vance, Anatole France
6. Elizabeth Taylor, Norman Mailer, Elgin Baylor
7. Shere Hite, Orville Wright, Theodore White
8. Helen Keller, Joseph Heller, Uri Geller
9. Doris Day, Alice Faye, Elaine May
10. Count Basie, Spencer Tracy, Edgar Cayce
11. Richard Harris, Roger Maris, Alex Karras
12. Isaac Stern, Jerome Kern, Jules Verne

88 The Mystic Pentacle

To count the triangles systematically, notice that the figure consists of a pentacle within a pentacle within a pentacle. First, count the number of triangles in a single pentacle (35) and multiply by three (105). In addition, each overlapping pair of pentacles (large-medium and medium-small) creates 15 more triangles, so the total number of triangles is 105 + 15 + 15 = 135.

10 Gamebits

Crime and Punishment
Registered Pun Number 11,461 is "The Moor, the merrier," in the Othello Association listing.

59 For the Championship

■	K	A	Z	O	O	B	A	N	D	■	E	C	C	E
B	A	Z	O	O	K	A	J	O	E	■	L	A	R	S
A	C	T	O	N	E	S	A	G	E	■	F	R	E	Q
T	H	E	M	A	Y	■	X	O	R	Y	■	T	A	U
M	I	C	E	■	■	■	H	E	K	A	T	E	■	■
A	N	A	D	E	M	■	S	A	U	S	A	G	E	■
N	A	N	■	L	I	N	E	R	N	O	T	E	S	■
■	■	■	G	E	N	E	A	U	T	R	Y	■	■	■
■	T	R	I	G	G	E	R	M	E	N	■	T	W	A
■	R	O	N	A	L	D	S	■	R	O	A	R	E	R
H	U	M	A	N	E	■	■	■	B	I	R	N	■	■
I	D	A	■	T	W	O	S	■	M	A	L	O	N	E
V	E	N	I	■	I	C	E	C	A	P	A	D	E	S
E	A	C	H	■	T	H	E	O	R	I	Z	E	R	S
S	U	E	R	■	H	A	P	P	I	N	E	S	S	■

56 Double Cross

A. EDGEWISE
B. SHRUNK
C. POKER FACE
D. YEASTY
E. ACCIDENT
F. NIBBLE
G. AWKWARDLY
H. LOATHE
I. MOUTH
J. ADJECTIVE
K. NAMESAKE
L. AVUNCULAR
M. CHROMOSOME
N. OBJECTIVE
O. FORWARD
P. WITHOUT
Q. OVERKILL
R. ROE
S. DUTCHMAN
T. SHREW
U. AMBULATORY
V. TROCHE
W. POWER
X. LITHE
Y. ANCHORAGE
Z. YAKKING

After a radio interview with sportscaster Jack Buck, Yogi Berra received a twenty-five-dollar check as an honorarium. "How long have you known me, Jack?" he grumbled. "How could you spell my name like that?" The check was made out to bearer.—(Willard R.) Espy, *An Almanac of Words at Play*

34 The Comic Strip Strip

1. (H) Flash Gordon, "Flash Gordon," by Alex Raymond
2. (K) Annie, "Little Orphan Annie," by Harold Gray
3. (L) Pogo Possum, "Pogo," by Walt Kelly
4. (M) Hans and Fritz Katzenjammer, "The Katzenjammer Kids," by Rudolph Dirks
5. (F) Snuffy Smith, "Barney Google and Snuffy Smith," by Fred Lasswell
6. (I) Sergeant Snorkel, "Beetle Bailey," by Mort Walker
7. (B) Betty Boop, "Betty Boop," by Max Fleischer
8. (G) Prince Valiant, "Prince Valiant," by Hal Foster
9. (N) Charlie Brown, "Peanuts," by Charles Schulz
10. (A) Mike Doonesbury, "Doonesbury," by G.B. Trudeau
11. (C) Dennis, "Dennis the Menace," by Hank Ketcham
12. (J) Hägar, "Hägar the Horrible," by Dik Browne
13. (E) Olive Oyl, "Popeye," by Elzie Segar
14. (D) Henry, "Henry," by Carl Anderson

57 Hit or Miss

1. Victory	4. Furnace	7. Convent	9. Shuttle
2. Tremble	5. Session	8. Monitor	10. Firefly
3. Mastery	6. Dewdrop		

Quotation: Fashions fade. Style is eternal.

4 Letters

Lojikl, Kohirnt Speling
For example, in Year 1 that useless letter "c" would be dropped to be replaced by either "k" or "s," and likewise "x" would no longer be part of the alphabet. The only case in which "c" would be retained would be the "ch" formation, which will be dealt with later. Year 2 might well reform "w" spelling, so that "which" and "one" would take the same consonant, while Year 3 might well abolish "y" replacing it with "i," and Year 4 might fix the "g-j" anomaly once and for all.

Generally, then, the improvement would continue year by year, with Year 5 doing away with useless double consonants, and Years 6-12 or so modifying vowels and the remaining voiced and unvoiced consonants. By Year 15 or so, it would finally be possible to make use of the redundant letters "c," "y," and "x"—by now just a memory in the minds of old dodderers—to replace "ch," "sh," and "th" respectively.

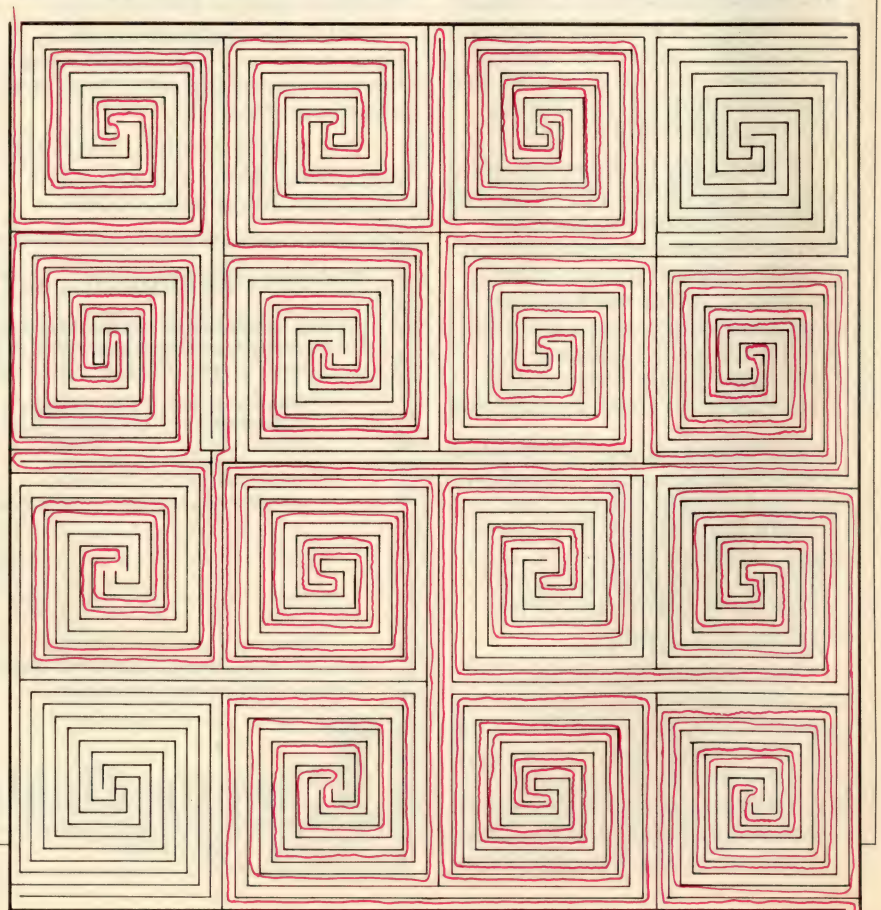
Finally, then, after some 20 years of orthographical reform, we would have a logical, coherent spelling in use throughout the English-speaking world.

This would certainly change our crossword puzzles.—Ed.

33 Solitaire Hangman

I. Mystery	V. Unhappy	VIII. Wrought
II. Overdue	VI. Oblique	IX. Communal
III. Physics	VII. Chivalry	X. Heirloom
IV. Minimum		

54 An All-Day Maze





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PROBLEM SOLVING CONTEST

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PLUS $ 610.00 IN ADDITIONAL PRIZES

NO ENTRY FEE NOTHING TO BUY NO OBLIGATION

$2,500.00 in cash prizes and 50 additional prizes (60 prizes in all) will be divided among the winners as shown below. A bonus of $2,500.00 goes to the first person solving all 24 problems.

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8th Prize: $ 100.00 9th Prize: $ 75.00 10th Prize: $ 50.00

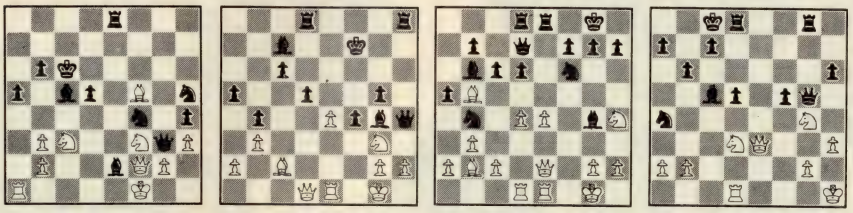
Fifty additional prizes worth from $5.50 to $80.00 will be awarded to those finishing from 11th to 60th place. Sixty prizes in all!

HOW TO ENTER

Send a self-addressed stamped envelope to: CONTEST, 1122 Burbank Bl., Burbank, CA 91506. You will receive 14 Quest-Chess problems (similar to those below) and 10 Conquest problems, along with the rules to both games. You do not need a Conquest set to solve any of the problems. In fact, all the Conquest problems are quite easy. They are included only to arouse your interest in the game. Since this contest is directed toward chess players, it will be the Quest-Chess problems that separate the men from the boys.

Quest-Chess is just like chess only each player makes ten moves per turn, with each piece moving only once on your turn. If you make a capture, your opponent has the option of taking that piece. If he fails to "recapture" that piece may move again on your turn. If you check your opponent, he has one move to get out of check, after which you may again move the piece which created the check. You cannot move the same piece twice on your turn unless you first make a capture or create a check, and allow your opponent to respond. Examples:

QUEST-CHESS: WHITE TO MOVE AND WIN



1. K-N1
2. B-B8
3. N-QN5
4. R-QB1
5. N(B3)-Q4+ mate

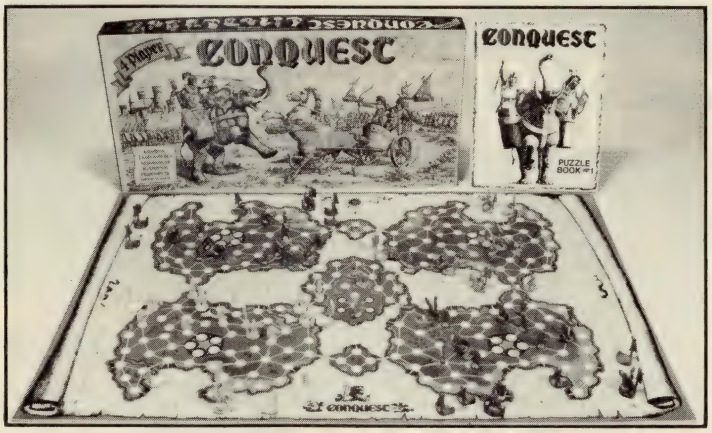
1. PxP (RxP)
2. N-KR5
3. R-K8
4. Q-QN1
5. B-KN6+ mate

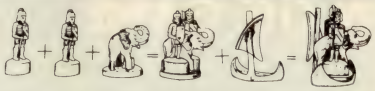
1. N-KB5
2. K-R1
3. P-Q5
4. BxN (PxB)
5. QxB+ (K-B1)
6. Q-N7+ mate

1. N-KB6
2. Q-K8
3. N-QN4
4. RxP
5. RxR+ (K-N2)
6. R-N8+ mate

Send your entry in now! A list of all winners and the distribution of prizes will be available to everyone entering this contest, and will be published in THE CONQUEST REVIEW. Prizes guaranteed by CONQUEST GAMES, Burbank, CA 91506

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55 Cryptic Crossword

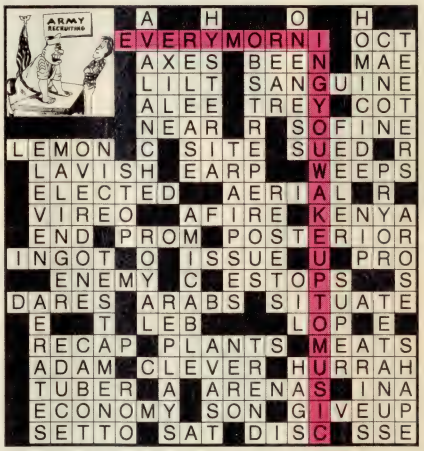
ACROSS

1 Plankton (plank + ton)
5 Escape (cap see)
10 Realities (I + realties)
11 Edges (hedges – h)
12 Niece (nice + e)
13 Abundance (bun + a + dance)
14 Ravioli (whereveR A VIOLInist)
17 Oration (Ontario)
18 Magenta (nametag)
20 Retract (t + Carter)
22 All-around (laud Lorna)
23 Dogma (dog ma)
25 Lunch (launch – a)
26 Exonerate (E + Texan ore)
27 Sleepy (Lee + spy)
28 Idolatry (I'd + O + L.A. + try)

DOWN

1 Partner (rent + rap)
2 Amaze (a + maze)
3 Knife (fink + E)
4 Origami (O + rig + ami)
6 Steadfast (paSTE AD FASTens)
7 Argentina (Sargent – S + in + a)
8 Eastern (nearest)
9 Pseudo (dues + P.O.)
15 Vigilante (leaving it)
16 Ownership (when is pro)
18 Measles (me + Sales)
19 Amuses (a + Muses)
20 Redford (red + Ford)
21 Tragedy (ouTRAGED Youth)
23 Dwell (d + well)
24 Graft (two meanings)

53 Ristisanatehtävä



36 Dszquphsbnt!

1. CRYPTOON. "He told me he wanted the money to get a higher education. How was I to know he was talking about hang gliding lessons?"
2. COOPERATION. Snowflakes are among the most fragile of things, but just look what they can do when they stick together.
3. MEDICAL NEWS. You are more likely to catch a person's cold by holding hands than by kissing, and besides, it is nowhere near as much fun.
4. BACKSEAT DRIVING. It is easy to make decisions on matters about which you know nothing and over which you have no authority.
5. MONEY TALK. A word to the wise is sufficient: Never invest your money in anything that eats or needs repainting.
6. DECEPTIVE APPEARANCES. If you actually look like your passport photograph, you probably are not well enough to travel.
7. ALL WORK? Industrious little devils that they are, ants nevertheless manage to find plenty of time to attend countless picnics.

16 The Hemlock Kiss-Off

Plato lived in a mansion off Old Zeus Drive that had seen better days. I banged the door knocker twice. He seemed surprised to see me.

"Plato, I've got a theory about Socrates' killer, but I need to pick your brains. Will you hear me out?"

"It may amuse me."

We went inside and I started right in. "The two most likely suspects are Alcibiades and Hippias. Each had a motive and an opportunity to kill Socrates. Even if you had had a motive, someone would have seen you drop the hemlock into his drink."

"True enough."

"Xanthippe also had a motive. She was fed up living in poverty with Socrates, but under Athenian law women can't divorce their husbands. But for argument's sake, if she did kill him, why would anyone try to throw a spear at her?"

"I can't imagine."

"Simple. The spear was aimed at me. And it was thrown by her accomplice. Then who threw the spear? Not Alcibiades. According to his unshakable belief, throwing it would be futile because the spear would never reach its target. And I crushed Hippias' hands so badly he'd have trouble throwing a toothpick. No, the man who threw it is the same man who left his sandals in Xanny's bedroom the day I stopped by. I realized today that the sandals couldn't have belonged to Socrates—he didn't own any. They belong to you, Plato. You called me Hammer before we were introduced. You must have been hiding in Xanny's bedroom when I showed up and heard me mention my name to her. At the party, your sham stomach ache was the diversion Xanny needed to duck in the empty kitchen and spike Socrates' drink. And when you thought I was snooping too much, the two of you led me into the trap. You threw the spear, but not very accurately. And now, to protect your lily-white reputation among future scholars, you're going to cover up the murder with a phony account of Socrates' death. I can understand Xanthippe doing away with her husband and latching on to an up-and-coming idea man. But why you?"

Plato's face twisted with hate. "Yes, Xanthippe and I killed him. She's more woman than Socrates could handle. That old fool was so pure and noble, expecting her to live like a Persian pauper and me to suffer without a cent as an amateur philosopher. I adore money, but unhappily I've spent most of my inheritance. So I couldn't let that self-righteous gadfly interfere with my plans to start an Academy, where philosophy students are charged tuition. What are you going to do about it?" he snarled.

"Your ethics stink, Plato. I'd pump some slugs into you if it weren't against the law to change history. But I can do this." I punched Plato hard in the stomach and left him writhing on the cool tile floor. Somewhere, Socrates was smiling.

When I returned home, a lot of textbooks would have to be rewritten, and a lot of professors' noses would be bent out of shape. I didn't care. All I thought about was a pretty little doctoral candidate and all the new lessons I'd enjoy teaching her.

29 The Marching Bands

A	S	P	I	R	I	N	G	L	A	D	Y	S
N	A	R	R	O	W	E	D	W	I	N	D	S
A	S	S	E	T	T	E	E	T	O	T	A	L
G	A	S	C	O	N	T	O	R	T	O	N	I
A	R	R	E	S	T	A	I	R	S	H	I	P
P	R	O	T	E	S	T	A	S	L	E	E	P
S	E	R	I	F	S	■	B	R	I	D	L	E
A	I	R	M	A	N	A	V	E	N	G	E	R
T	S	E	T	S	E	P	I	C	K	E	R	S
E	N	T	R	A	P	M	A	R	S	H	A	L
B	O	S	S	E	D	D	O	G	G	O	N	E
S	N	A	C	K	C	O	H	E	S	I	O	N
S	A	R	G	E	R	E	V	E	R	S	E	S



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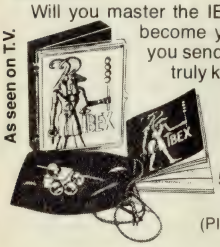
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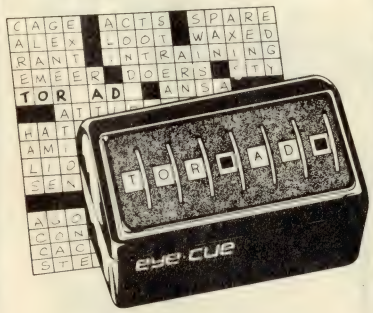


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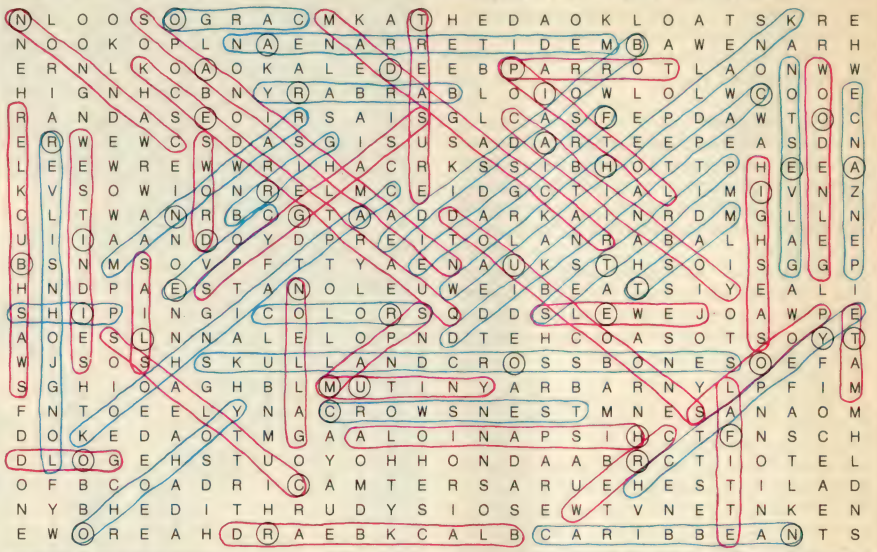


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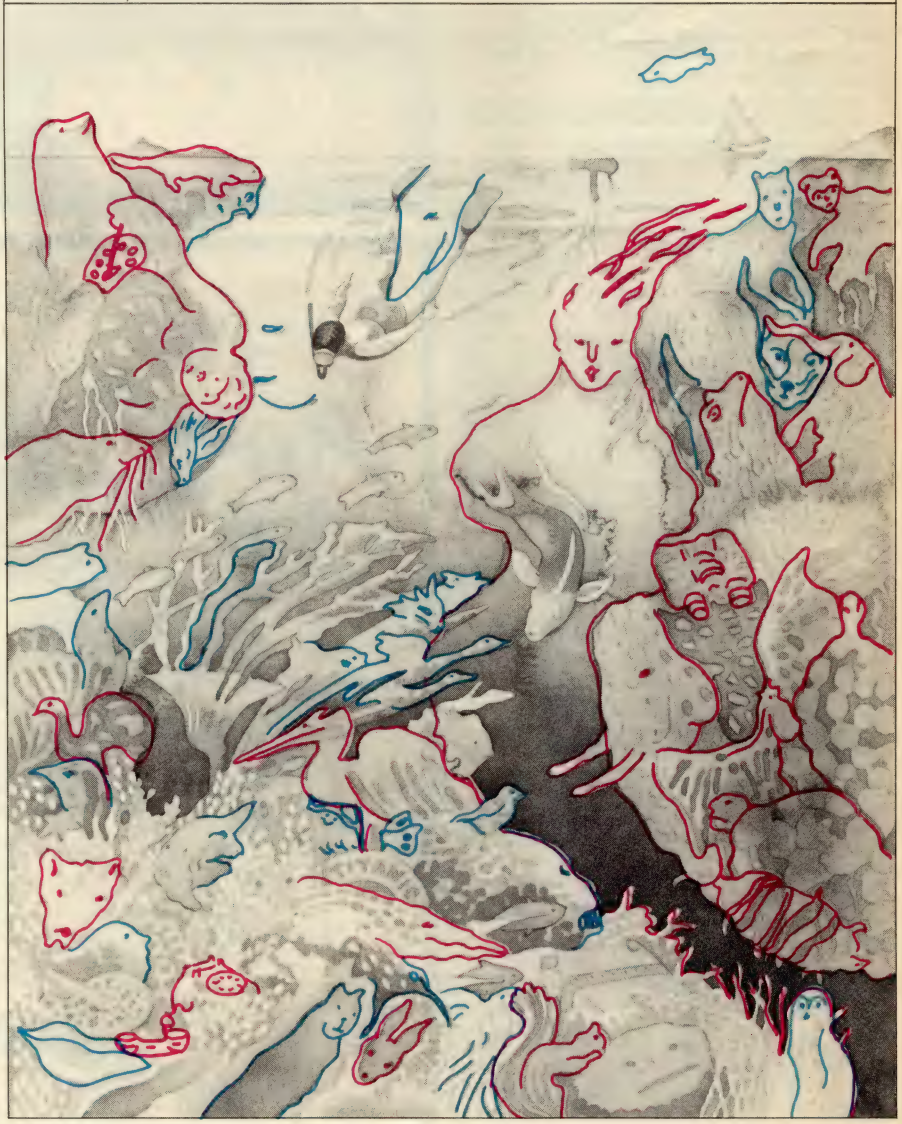
30 Just What *Is* a Buccaneer?

The circled letters spell: Not a bad price for a hearing aid, but entirely too much for corn.



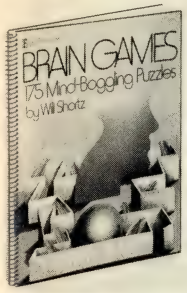
23 The Enchanted Grotto

The hidden creatures and objects we asked you to find are outlined in red; you might also have spotted some others, outlined here in blue.



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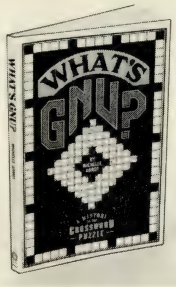
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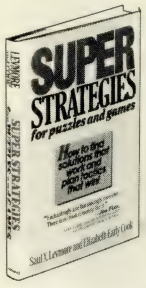
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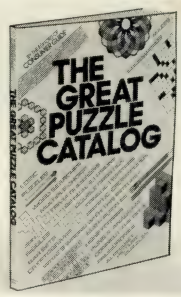
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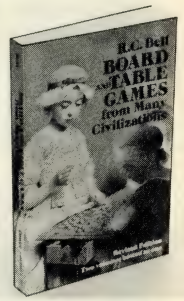
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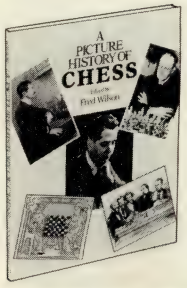
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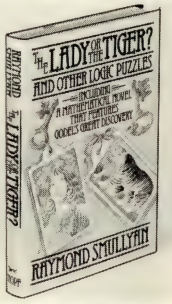
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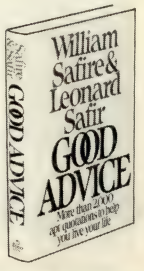
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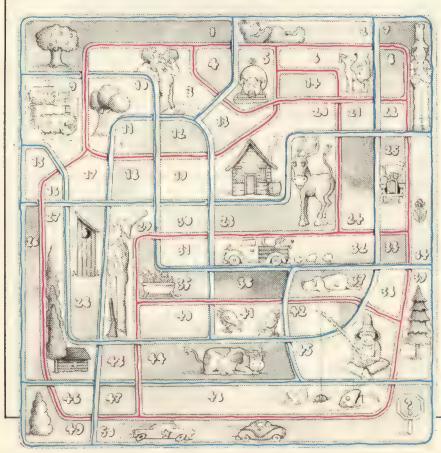


60 Whose Signs?

1. Nabisco
2. Mercedes-Benz
3. Atari
4. Adidas
5. Burlington Mills
6. Minolta
7. Ralston Purina
8. Chevrolet
9. Atlantic Richfield
10. Amtrak
11. General Electric
12. Coca-Cola
13. Pitney Bowes
14. Chrysler
15. Parker Brothers

68 You Can't Get There

The county highway system is actually two independent networks (shown below in red and blue) that pass over and under each other, but never connect. All the properties are bounded by a part of each network, except #14 (with only red roads around it) and #28 (with only blue roads around it). So there is no way to get from #14 to #28, where the Hatfields and the McCoys now live in peaceful isolation from each other.



57 Sevens

P	I	T	F	A	L	L				P	L	U	M	B	E	R			
H		E		P		A	R	R	I	V	A	L		L		O		E	
A		N		P		M				A		A		U		L		L	
N		F		A		I		D		R		C		L		O		E	
T		O		R		N		U		I		A		A		G		A	
O		L		E		A	N	C	I	E	N	T		T		N		S	
M	O	D	U	L	A	R		H		T		E	L	E	V	A	T	E	
	R				M			E		Y			E				H		
	C		P	R	O	P	O	S	E				S	C	A	T	T	E	R
	H				R			S	■	P			T				R		
R	A	C	C	O	O	N				P	O	S	T	U	R	E		M	
	R				U			C		L			R				A		
A	D	D	R	E	S	S		A		A		B	E	G	U	I	L	E	
N		R		M		U	N	D	E	R	G	O		A		M		N	
T		A		B		M		M		I		B		Z		M		V	
E		S		A		M		I		S		S		E		E		I	
N		T		R		A		U				L		T		N		O	
N		I		G		R	O	M	A	N	C	E		T		S		U	
A	N	C	H	O	V	Y						D	I	E	T	E	R	S	

31 A "Hard" Puzzle

K	A	F	K	A	■	M	A	L	T	A	■	B	E	E
A	V	A	I	L	■	O	P	I	U	M	■	O	A	R
Y	E	L	L	O	W	S	T	O	N	E	■	U	S	A
O	R	A	T	O	R	■	■	N	E	S	T	L	E	S
■	■	■	F	I	B	B	E	D	■	I	D	L	E	■
S	O	L	S	■	T	A	I	L	■	A	R	E	■	■
C	R	I	T	T	E	R	S	■	■	F	A	R	M	S
A	L	T	A	R	■	A	T	L	■	A	D	D	U	P
R	E	T	R	O	■	■	R	E	C	R	E	A	T	E
■	■	L	T	D	■	G	O	E	R	■	S	M	E	W
T	R	E	E	■	B	A	S	K	E	D	■	■	■	■
H	A	R	R	I	E	S	■	■	T	E	N	S	E	S
E	G	O	■	P	E	B	B	L	E	B	E	A	C	H
T	E	C	■	S	C	A	R	E	■	T	R	U	C	E
A	S	K	■	O	H	G	O	D	■	S	O	L	E	D

24 Outnumbered

1. (b) 491,396
2. (b) 6,400,030
3. (b) 775,000
4. (a) 1,193,000
5. (a) 29,000
6. (c) 0.0313
7. (c) 31,000,000
8. (a) 9,061,000
9. (a) 7,500,000
10. (b) 11,550,000
11. (c) 163,800
12. (b) 391,000,000
13. (a) 1,986,000
14. (c) 3,250,000
15. (b) .1
16. (c) 1,634,706
17. (c) 20,000,000
18. (b) 93,050
19. (a) 17,448
20. (a) 100,877,060,000,000
21. (c) $252,000,000
22. (b) 200,000,000
23. (b) 5,976,000,000,000,000,000,000
24. (c) 145,600
25. (b) 8,760

57 Cross Math

4	x	6	÷	8	=3
÷	■	+	■	−	■
2	x	9	÷	3	=6
+	■	÷	■	+	■
7	−	5	−	1	=1
=9	■	=3	■	=6	■

12 Logic

The Abominable Snowman
He is under five feet tall, has long white fur, and has five toes on each foot.

Zoo's Who?
Your question is, "How many legs do you have?" The answers (snake, 0; spider, 8; centipede, 100; penguin, 2; zebra, 4; bumblebee, 6) give you the answer immediately.

Reincarnation
The teaching assistant was the fox; he taught folklore, collected beer cans, and was twice divorced.

The instructor was the cockroach; he taught American literature, collected comic books, and was married.

The assistant professor was the vulture; he taught English literature, collected political buttons, and was separated.

The associate professor was the rat; he taught rhetoric, collected bottle caps, and was single.

The full professor was the toad; he taught Shakespeare, collected dirty books, and was having a meaningful relationship.

The Pet Set
Sue's mother, Jo, owns the garter snake.

"The Pet Set" and "The Abominable Snowman" are from "Mathematics: Problem Solving Through Recreational Mathematics" (W. H. Freeman and Company, San Francisco), ©1980 by Bonnie Averbach and Orin Chein.

27 Fred's Flea Market

1. Frankenstein
2. Captain Hook
3. Bob Barker
4. June Lockhart
5. Belle Starr
6. Carole King
7. Bill Bixby
8. Red Buttons
9. Jack Lemmon
10. Moss Hart
11. Pearl Buck
12. Mike Nichols

55 Cryptic Warm-up Puzzle

ACROSS
1. PUPILS. The answer PUPILS (defined as "schoolchildren") is a reversal of the word SLIP-UP ("mistake"). The phrase "in coming back" indicates that SLIP-UP is to be entered backwards.
4. AVENGE. The word AVENGE ("get vindication") is an anagram of GENEVA. The phrase "being bombed" suggests that the letters of GENEVA are disordered.
6. HEALER. If the word HER ("the woman's") goes around, or "consumes," the word ALE ("beer"), the result is HEALER ("doctor").
7. STAYED. The word STAYED ("remained") sounds the same as STAID ("sedate"). The phrase "so it's said" indicates that the adjacent word STAID is to be pronounced to get the answer.

DOWN
1. PLAN. The answer PLAN ("blueprint") is the word PLANT ("factory") missing its last letter, or "unfinished."
2. PRESENT. The word PRESENT in two different senses means "give" and "now."
3. LEGALLY. The answer LEGALLY ("that breaks no laws") is a combination of LEG ("part of a trip") and ALLY ("friend").
5. ARID. The answer is defined as "dry," and is hidden in the phrase "safARI Drive." The words "part of" suggest the answer is a portion of the following phrase.

31 On the Go

1. Chicago
2. Ringo
3. Pogo
4. Tango
5. Indigo
6. Virgo
7. Flamingo
8. Amigo
9. Victor Hugo
10. Congo
11. Bongo
12. Pago Pago
13. Archipelago
14. Superego
15. Mango
16. Cargo
17. *Vertigo*
18. Fargo
19. Lumbago
20. Embargo

58 Booze and Hisses

S	C	A	M	P	■	■	S	T	O	A	S	■
T	A	T	A	R	■	C	H	A	R	G	E	■
A	I	R	P	O	L	L	U	T	I	O	N	■
T	R	I	L	L	I	O	N	■	O	R	T	H
U	N	S	E	A	T	S	■	G	L	A	R	E
E	S	K	■	T	H	E	P	I	E	E	Y	E
■	■	■	F	E	O	D	O	R	■	■	■	■
A	J	A	R	■	■	■	U	L	E	N	T	■
T	O	G	E	T	H	E	R	■	G	R	A	E
T	H	A	T	O	I	L	E	D	G	A	N	G
A	N	I	■	S	C	A	R	C	E	■	G	O
■	S	N	A	C	K	■	S	I	D	L	E	■
■	■	G	A	O	L	■	■	■	■	E	L	P
S	T	A	R	S	K	Y	A	N	D	H	O	O
L	U	N	A	■	C	L	A	I	R	■	P	R
O	R	K	■	Q	U	O	I	T	S	■	O	P
T	R	A	G	U	S	■	P	I	C	K	L	E
H	E	R	O	I	N	■	E	V	O	K	E	D
S	T	A	N	Z	A	■	D	E	S	K	S	■

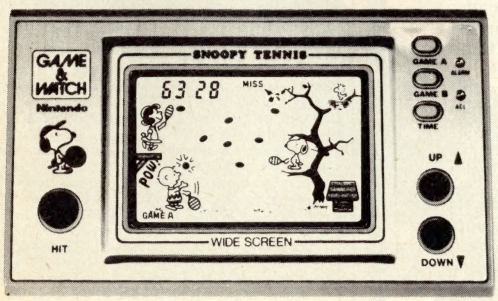
■	■	■	■	■	■	■	■	■	■	■	■	■
O	P	A	L	■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■	■	■	■	■
■	■	■	■	■	■	■	■	■	■	■	■	■

32 Link Acrostic

1											
A	P	P	L	E	M	U	R	A	L	S	
2											
T	R	I	B	E	A	S	T	R	U	M	
3											
J	U	N	T	A	C	I	T	C	H	Y	
4											
R	E	B	U	S	H	E	R	A	S	E	
5											
C	H	A	S	M	I	L	E	D	G	E	
6											
D	E	L	H	I	N	G	E	E	S	E	
7											
W	E	L	S	H	E	E	P	S	O	M	

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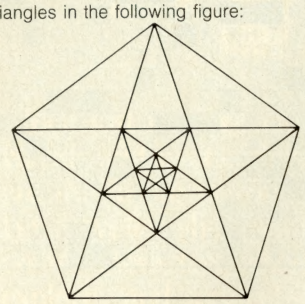
Indicate Choice & Quantity

_____ Parachute _____ Snoopy Tennis _____ Donkey Kong

Star Cover

By our count, there are 333 different triangles, if you include those triangles in the artwork that are partially covered by the logo. If you count triangles within letters, add 6; if you count triangles created by the issue date box, add 2; if you count . . .

The cover is based on a puzzle by David Pope called "The Mystic Pentacle," which can be solved using a mathematical shortcut. The task is to count the triangles in the following figure:



Answer Drawer, page 80

64 Between Two Worlds

Astronaut, top to bottom: Map pins, bottle cap, cork, loose-leaf reinforcers, red star decal, washers, tea ball infuser, nuts, plastic straws, more washers, drain plug, more corks, attached by a pipe cleaner.

Spaceship, left to right, top to bottom: Thimble, funnel, pencil, nails, icing comb, toy ball, hair-dryer hose, metal ruler, yellow button, metal paper clamp, erasers, whisks, red push-pin, more map pins (yellow), strainer, sugar shaker, yellow sequins, safety pins, burner cover, metal hair-clips, more buttons (red), more washers, 45-rpm record, tart tin, white tupperware bowl, eye screw, red flashlight, measuring scoop, blue shoehorn, toothbrush, jacks, more map pins, double-point knitting needles, hair curler, spools of thread, chain, spoon, another thimble, emery boards, juicer, paper clips, pie tin, paper plate, ballpoint pen, snap, Afro comb, another shoehorn (yellow), grater, pastry forms, tweezer, another nut, screw, whistle, clear straws, yellow sewing ric-rac, cotton.

The planet is a marble.

Fake Advertisement

The "Fake Ad" announced in the Table of Contents was for Earth Farms and appeared on page 78.

EUREKA

Eureka is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than one previously given in the Answer Drawer.

★**Crypto-Chess** (October, page 65). David Kraines, of Durham, NC, offers three additional solutions. Let B = king, E = rook, O = queen, and L = pawn; White plays d7xc8, promoting to a queen and mating. Or if O = knight or bishop, White mates with the same move. Other readers pointed this out too.

★**"Double Meant" Twins** (September, page 38). The valid alternative "Paramours" (pair o' mooers) for #8 was sent in by John R. McClenon, of Lynchburg, VA; Harry Baldwin, of San Diego, CA; and Kelley Jon Kelvin, of Lake Havasu City, AZ. Kelvin also gives the alternative "Paraphrases" for #12.

★**Color Stuffer Contest** (Your Move, May/June, page 4). Tracy Green, of Wakefield, MA, has submitted this additional grid containing 59 color names, all defined as such in our dictionary of authority, *Webster's Third Unabridged:*

D	U	S	T		C		B	O	A			F	I	R
E			E	B	O	N		P		R		L		U
L	A	M	A		R		L	A	V	A		E		S
P			L	A	K	E		L		T	O	A	S	T
H	A	Y		Q		L			S		A		T	
	L		D	U	S	K		T	E	A	K		E	
C	O	C	O	A			R		A			R	E	D
	M		V			G	U	L	L		M	O	L	E
J	A	D	E		R	U	D			J		A		L
E		U		G	O	L	D		P	A	O	N		F
T	A	N			S			B	A	Y				
	M		D	O	E		W		W		S	A	G	E
	B	E	A	R		F	A	W	N		A		O	
	E		W		F	O	X		E		N	I	L	E
P	R	U	N	E		G		L	E	A	D		F	

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I certify that the statements made by me above are correct and complete.

(Signed) Gerard Calabrese, Publisher

WILD CARD ANSWERS

For the Record

Three and a half inches. The distance from the edge to the center hole is six inches; the radius of the label is two inches, and the outer margin is one-half inch. Therefore, not counting the margin and the label, the needle travels $3^1/_2$ inches. The number of grooves is irrelevant.

A Disorienting Experience

Each face constitutes one of the nine possible combinations of three types of eyes, noses, and mouths. Therefore, the face should look like this:



Creative Chronograms

1. (1607) The founding of Jamestown
2. (1903) The first airplane flight at Kitty Hawk
3. (1953) Sir Edmund Hillary climbs Mt. Everest

Get A Real Job

1. (m) Elaine Nardo, cabdriver *(Taxi)*
2. (l) Rhoda Morgenstern, window dresser *(Rhoda)*
3. (k) Ken Reeves, basketball coach *(The White Shadow)*
4. (h) Tony Nelson, astronaut *(I Dream of Jeannie)*
5. (o) Anne Anderson, hospital administrator *(House Calls)*
6. (i) Ward Cleaver, insurance man *(Leave It to Beaver)*
7. (b) Burt Campbell, ironworker and sheriff *(Soap)*
8. (n) Jennifer Marlowe, receptionist *(WKRP in Cincinnati)*
9. (g) Ed Norton, sewer worker *(The Honeymooners)*
10. (j) Judy Benjamin, army private *(Private Benjamin)*
11. (c) Bob Hartley, psychologist *(The Bob Newhart Show)*
12. (d) Tom Bradford, journalist *(Eight Is Enough)*
13. (a) April Dancer, spy *(The Girl from U.N.C.L.E.)*
14. (f) Julia Baker, nurse *(Julia)*
15. (e) Rudy Wells, bionic surgeon *(The Six Million Dollar Man)*

A Little R&R

Here are seven possible answers: Ronald Reagan, Roy Rogers, Rosalind Russell, Robert Redford, Rob Reiner, Rex Reed, Richard Rodgers.

How's That Again?

The lower court ruled that the owner did not have the right to fire a waiter for serving (refusing to deny service to) a male patron not wearing a tie and jacket. This ruling was overturned by the appellate court, which was upheld by the Supreme Court's first ruling but reversed on rehearing. Thus the lower court's original ruling stands. Since a waiter may not be fired for serving a male patron without a tie and jacket, such a patron is likely to be served.

Jack and Jill are first cousins. Jill's mother's sister is Jill's aunt, and the aunt's son-in-law is the husband of Jill's cousin. The cousin's maternal grandfather is also Jill's grandfather, whose wife is Jill's grandmother. Grandma's son John is Jill's uncle (not her father, since in that case Jill's parents would be brother and sister), and John's son, to whom the book is being returned, is therefore Jill's cousin.

Bill will be facing north.

Occupational Oddities

All can be found in the upper right *or* upper left corners of the Yellow Pages.

In a State

1. DeLAWare
2. MonTANa
3. ColorADO
4. FloRIDa
5. WisconSIN
6. OrEGOn
7. CaliFORnia
8. MINNesota
9. ALABama
10. WASHington
11. RHODe Island
12. MasSAChusetts
13. MissOURi
14. PennsylVANia
15. ConnecTICut
16. DelawARE

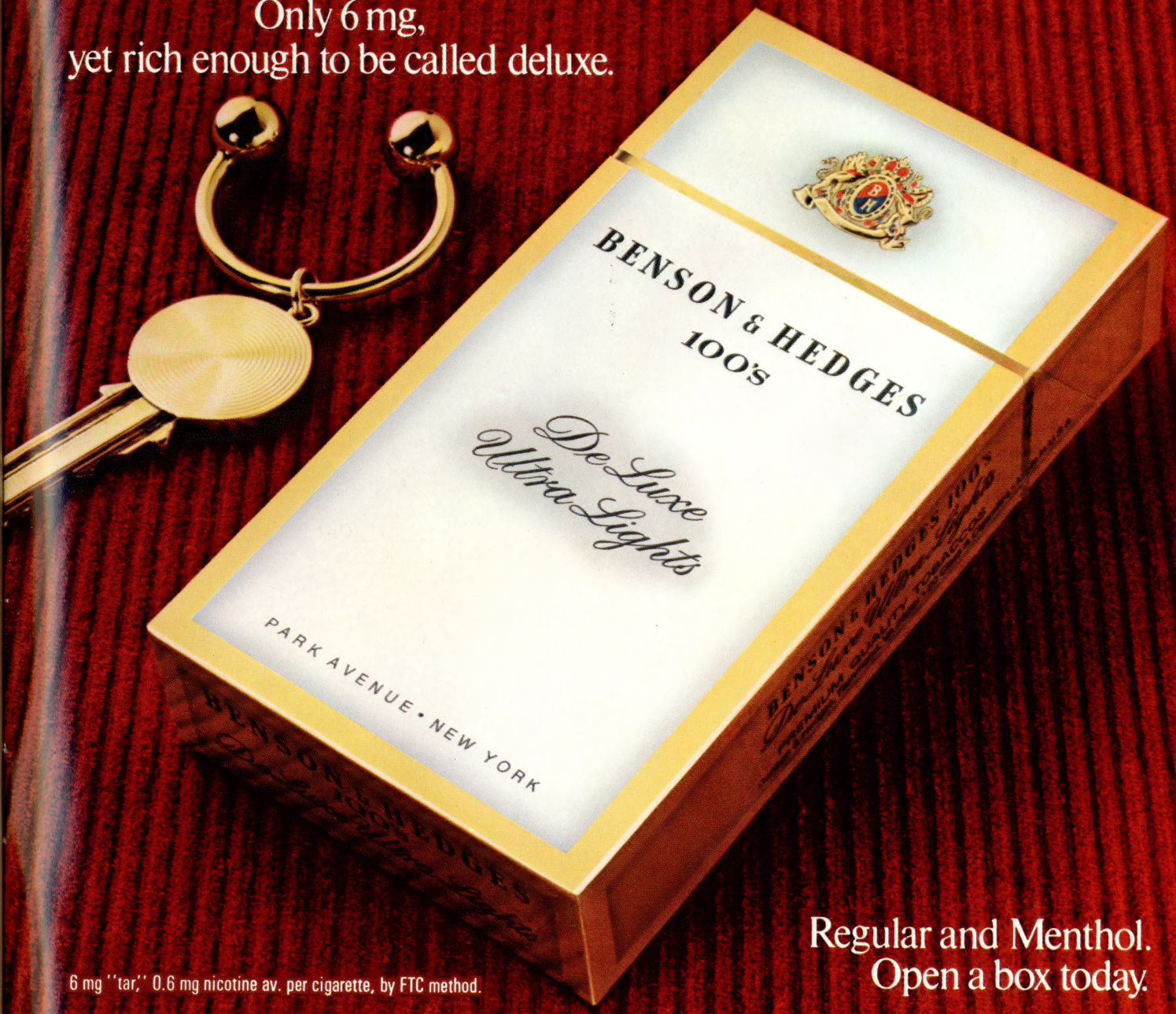
So I Says . . .

1. Grace
2. Bob
3. Sue
4. Herb
5. Mike
6. Jack
7. Sherry
8. Claude
9. Don
10. Patty
11. Neil
12. Les
13. Tom . . . Tom
14. Dawn
15. Lionel
16. Mark
17. Jim

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